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HIGH PASSAGE

A TICKET TO TRAVELLER ADVENTURE

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In this issue, journy to THE DAY OF THE GATHERING on Fisher's World, where kiddnapping, piracy, and intrigue combine in an exciting adventure by Jim Cunningham.

Marc Miller explains the government structures found in Traveller. The Squadrons of the Old Expanses are discussed by Jim Cunningham and Gordon Sheridan and our regular features range from THE PORT AUTHORITY HANDBOOK's information on convoys to articles covering computer language translators, fighting vehicles of the Imperium, and a full scale naval battle using the rules from HIGH GUARD.

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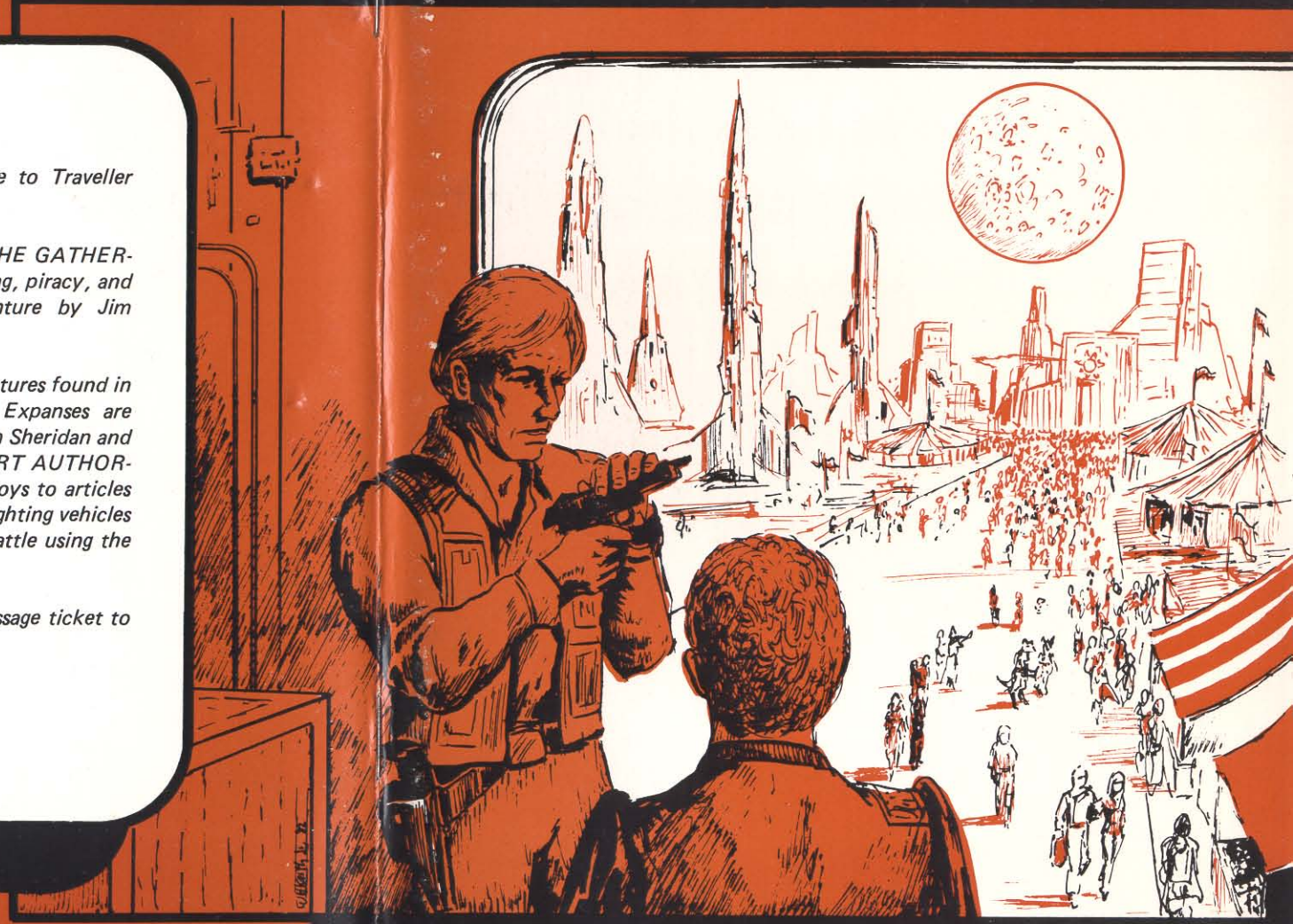

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The cover depicts a band of adventurers preparing to visit the Gathering on Fisher's World.

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Briefing from the Editors

Welcome aboard High Passage No. 5.

This issue marks the start of my term as editor of High Passage; as a result, it is something of a transitional issue. Right now, we're just getting settled in, trying to find what combination of material suits our readers best. As time goes on – and we begin to hear from some of you – our format will continue to alter and evolve.

We want to hear from you – we need to know what you like and don't like. Is there something we're not doing that you think we should be doing? Give us your comments, your suggestions, your ideas. At least they'll give us a better course to steer by. Ideally, those ideas will take the form of submissions, and can give us a chance to branch out with new writers and artists. Submissions are encouraged – but we do ask that you inquire first for a guide on format and submission requirements. That saves time and trouble all the way around.

In this, our maiden voyage with High Passage, we've tried to offer some exciting and interesting items. The adventure in this issue is Day of the Gathering, which is not only an intriguing situation by itself, but also is the starting point for an on-going campaign which will continue in the issues ahead.

Many features that have been part of our past tradition continue here – the Port Authority Handbook, In Transit, Starship Files, and the like. Joining them are some other features – Warbook, Awaiting Shipment, Boarding Pass, and more – which were introduced in Issue 4, and will be a regular part of issues to come. Marc Miller of GDW has helped mark our fresh start with an article on Governments within the Traveller universe. We hope to frequently present material from the folks at GDW – after all, they are what Traveller is all about!

To top it off, we've assembled some new columns – Worlds of the Imperium, the Naval Gazette, Outside the Expanses, and some other fresh ideas – which, we hope, will enhance your enjoyment of High Passage, and of Traveller.

Strap down, please, and observe all safety regulations. We are only seconds away from the start of our journey. Bon Voyage!

Planetary Government in Traveller

One of the social factors in the Universal Planetary Profile is called government type, and it purports to indicate the style by which the local government rules itself (or is ruled by others). The list of government types is long and spans the available options from the simple participating democracy to the esoteric charismatic oligarchy. Most notable, however, is the absence of some routinely expected government types; types such as empire, presidency, or monarchy. Similarly, breakdowns such as aristocracy, plutocracy, or matriarchy are also omitted.

The reason, in reality, is that they are not omitted or absent; the many varied types of government which can be imagined all fit into the basic scheme given in the *Traveller* government tables. To understand this, it is important to remember just what purpose the government factor is meant to serve. *Traveller* players and characters are rarely involved with governments on the international and interplanetary level. That is to say, they do not deal with kings or presidents or heads of state; they deal with individual members of broad government mechanisms, they deal with office holders and employees whose attitudes and actions are shaped by the type of government they serve. As a result, travellers are rarely interested in the upper reaches of government; they want to know what they can expect from the governmental structure at their own level. For example, if a group of travellers were to journey across the United States from coast to coast, they would be interested in the degree of responsiveness they could expect from local governments, in how easy the local court clerk would respond to information requests, or in the degree of difficulty that could be expected in obtaining certain licenses. As they moved through Nebraska, the fact that that state has a unicameral legislature would be of little or no importance.

For this reason, among others, labels such as monarchy have been eliminated. Calling a government type "monarchy" would conjure up images of a king and his retinue, but still leaves a lot of information unrelated. Within the *Traveller* system, such a government could be classified as a self-perpetuating oligarchy (hereditary monarchy), representative democracy (constitutional monarchy), feudal technocracy (enlightened feudal monarchy), captive government (puppet monarchy), civil service bureaucracy, or any of several others. The simple term monarchy becomes nonsense when one attempts to apply it to a widespread classification system.

Another reason for the labels that are provided in the government classification system is as an aid to imagination. The unaided imagination of even the most inventive referee can go dry after generating a few simple worlds. Using die rolls to create the individual factors for planets jogs the

imagination, forcing the referee to think of rationales for the combinations that occur. The use of too familiar terms (such as monarchy) can stifle imagination by allowing the referee to settle into old lines of thought.

The list of government types given in *Traveller* can, however, sometimes seem obscure. The following is that list illuminated by examples.

0. No government structure. In many cases, family bonds will predominate. Examples: The early American West, Indian tribes, or frontier situations.

1. Company/Corporation. Ruling functions are assumed by company managerial elite and most citizenry are company employees or dependents. Examples: Oil drilling rigs at sea, and company towns such as mining towns or self-contained manufacturing towns.

2. Participating Democracy. Ruling function decisions are reached by the advice and consent of the citizenry directly. Examples: New England towns (town meeting), many clubs with parliamentary procedure by-laws, or Scientific Associations.

3. Self-perpetuating Oligarchy. Ruling functions are performed by a restricted minority with little or no input from the mass of citizenry. Oligarchy means rule by the few. Examples: Monarchy, especially a hereditary monarchy, matriarchy or patriarchy, plutocracy, and the communist party, in the sense that membership is restricted, and the party, rather than a single individual, rules.

4. Representative Democracy. Ruling functions are performed by elected represnetatives. Examples: The United States, each individual State, the United Kingdom (a constitutional monarchy), and many corporations (shareholders elect a board of directors).

5. Feudal Technocracy. Ruling functions are performed by specific individuals for persons who agree to be ruled by them. Relationships are based on the performance of technical activities which are mutually beneficial. The lower levels of government (all the way to the citizens themselves) support the upper levels of government for as long as the general system provides a living for all. Examples: Japan (in that companies tend to hire employees for life, and strong loyalties are formed), and the United States (in that some populations have strong party loyalty in return for local assistnace by the party in the form of jobs and hand-outs).

6. Captive Government. Ruling functions are perfomed by an imposed leadership answerable to an outside group. A colony or conquered area. Examples: The military (especially military bases with dependents; they have little or no say in local government). Manchukuo. France under the Nazi occupation, or prisons and prison camps.

7. Balkanization. No central ruling authority exists; rival governments compete for control. Examples: The Balkans, 1910 to 1920 (as a result of the power vacuum created by the breakup of the Ottoman Empire). Iran during Meirislamie Revolution (as rival factions each claim power and quthority and then attempt to consolidate their holdings), and earth.

8. Civil Service Bureaucracy. Ruling functions are performed by government agencies employing individuals selected for their expertise. Examples: Imperial China (where selective tests determined the fitness of the individuals to assume government posts), and some aspects of the Federal government of the United States.

9. Impersonal Bureaucracy. Ruling functions are performed by agencies which have become insulated from the governed citizens. This type of bureaucracy is typified by "red tape" entaglements. Examples: Most welfare agencies, customs officials, and tax departments.

10. Charismatic Dictatorship. Ruling functions are performed by agencies directed by a single leader who enjoys the overwhelming confidence of the citizens. Examples: Germany under Hitler, Italy under Mussolini, China under Mao, the USSR under Lenin, and the United States (to some extent) under FDR.

11. Non-Charismatic Leader. A previous charismatic dictator has been replaced by a leader through normal channels. Examples: The USSR after Stalin or China after Mao.

12. Charismatic Oligarchy. Ruling functions are performed by a select group of members of an organization or class which enjoys the overwhelming confidence of the citizenry. Examples: The Communist Party in the USSR, the Fascist Party in Italy, or the Democratic Party in Chicago.

13. Religious Dictatorship. Ruling Functions are performed by a religious organization without regard to the specific individual needs of the citizenry. Examples: Iran as an Islamic Republic.

Note how the above list of government types gives considerable overlap. No classification of governments can cover all aspects in one listing; the list is, however, a guide to the types of situations which a referee and players can expect to encounter. Looking at the individual classification can provide a springboard to usable information for an adventure or a campaign.

By the very nature of the classification system, it is also possible for the referee to create and add additional government types for any specific campaign. Remember that the generation system is intended primarily as a prod to imagination. For example, a referee may wish to define a specific type of government more fully, and to establish a specific factor or code for it. Although it is possible to envision a military government within several of the existing codes, it is also possible to define one specifically — perhaps as the result of a coup, or as the rule of a militaristic society similar to that of Sparta. In such a case, the letter M could be allocated to military or spartan government. Once such a note is made, the referee can then impose that government where he or she thinks it appropriate; the adventure or campaign effects follow from that point.

Fortune Class Merchant

One of the many types of starships engaged in interstellar trade are those classified as Type M Merchants. With a range of Jump 3 and relatively large passenger and cargo capacities the Type M is often able to undertake profitable activities beyond the capabilities of the more common Free Traders and Type R Merchants.

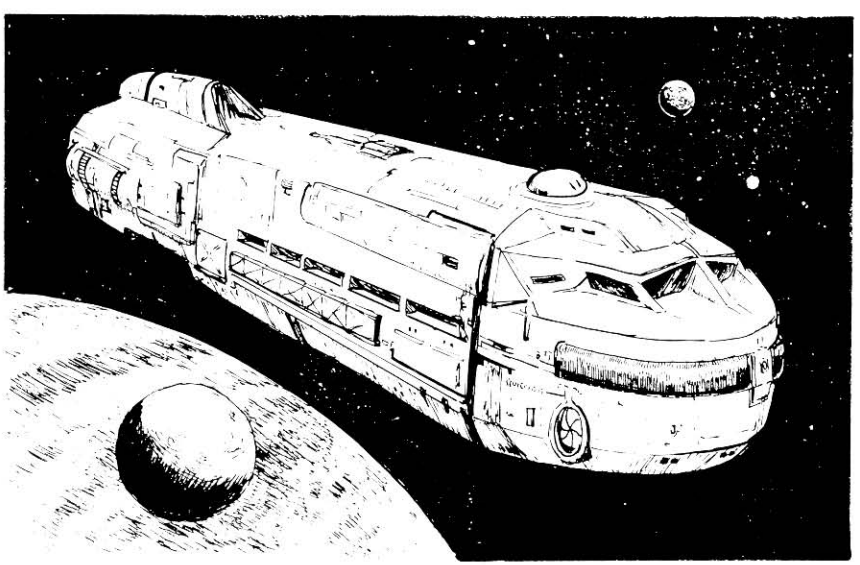
The Fortune Class is a variant of the Type M designed to operate in the less advanced frontier regions of the Imperium and as such contains several modifications to increase it's ability to function in these areas.

This ship is a close structure vessel constructed at Tech levels of 12 and up. As a means of keeping operating costs down dorsal fuel scoops and a fuel purifier are standard. Fuel tankage is found between the inner and outer hulls, thus providing for easy modification of the vessels interior spaces. In addition to this, most of the hull is constructed of easy to obtain hullmetal plate, to simplify frontier repairs.

Being of close structure configuration, ships of this class are incapable of landing on atmosphered worlds, so to provide transportation to such planets a 30 ton Ship's Boat is carried in an internal bay. No other small craft are initially installed.

Many variants of this class are possible, but the most common are the passenger liner with additional staterooms at the expense of cargo space and the bulk carrier with staterooms for the crew only.

Almost any type of name can be found given to ships of this class but the most common ones pertain to wealth or riches. Some examples are Treasure, Regina Reward, or Quicredit.



Specifications

Tonnage:	600 tons. 2800 cubic meters
Dimensions:	61.4 X 16.5 X 20.7 meters
Crew:	Nine, more if armed
Acceleration:	One-G
Jump Capacity:	Jump-3
Power Plant:	Three
Cargo:	82 tons capacity
Passengers:	20 high or middle, 80 low
Electronics:	Computer Model 3
Armament:	None initially, 3 hardpoints
Small Craft:	30 ton Ships Boat
Gravitics:	Adjustable 0 to 2G
Fuel Capacity:	198 tons, sufficient for one Jump 3. Fuel Purifier and Jump Governor installed

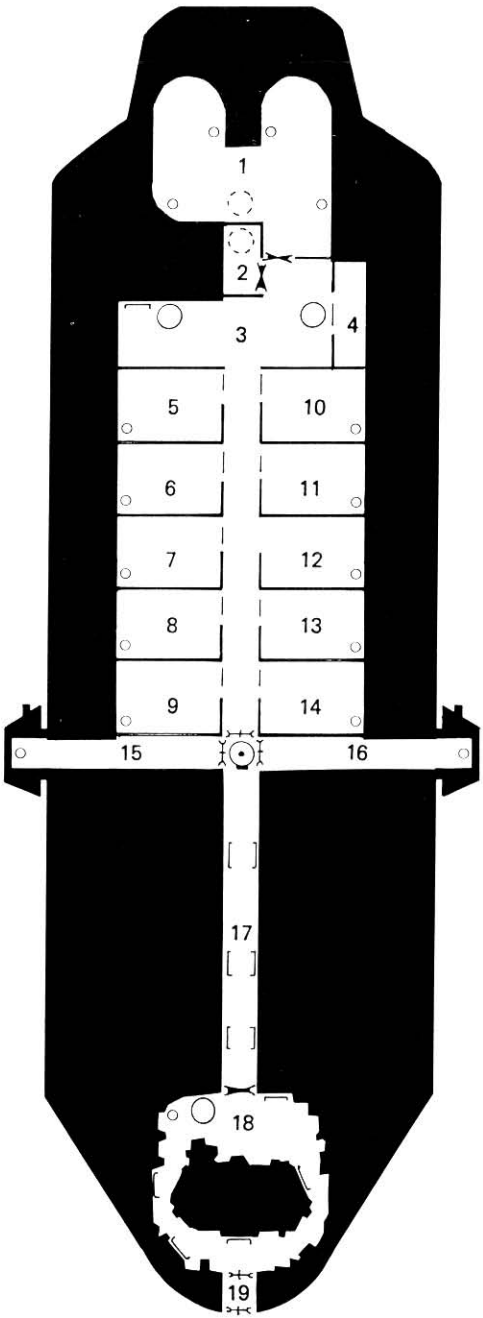
One Quarter Inch Equals 1.5 meters

Deck Plan Key

Crew Deck.

The upper level on this class is the location of the bridge, main engineering room, and crew quarters, with access to the other decks through several routes. Readers may note that while the normal crew is nine, there are ten staterooms on this deck. This was included for use by additional crew members, such as gunners, or sometimes as additional leisure room for the crew. Security reasons generally preclude use of this room by passengers although the additional revenue often means that at least one passenger may be accomodated on this deck.

1. Bridge; contains stations for pilot, navigator/copilot, computer operator, and the main gunnery console. On armed vessels a remote turret is located above the ceiling iris which provides access for maintenance and is not present on unarmed models. The remote turret is controlled from the main gunnery console which in addition must be manned in order to employ any offensive programs.
2. Upper Air Lock; provides the crew with access to the ships exterior without the need of going down to the main airlock.
3. Crew Lounge; floor irises lead down to passengers deck.
4. Ships Locker; storage for survival and communications gear, weaponry, protective clothing, etc.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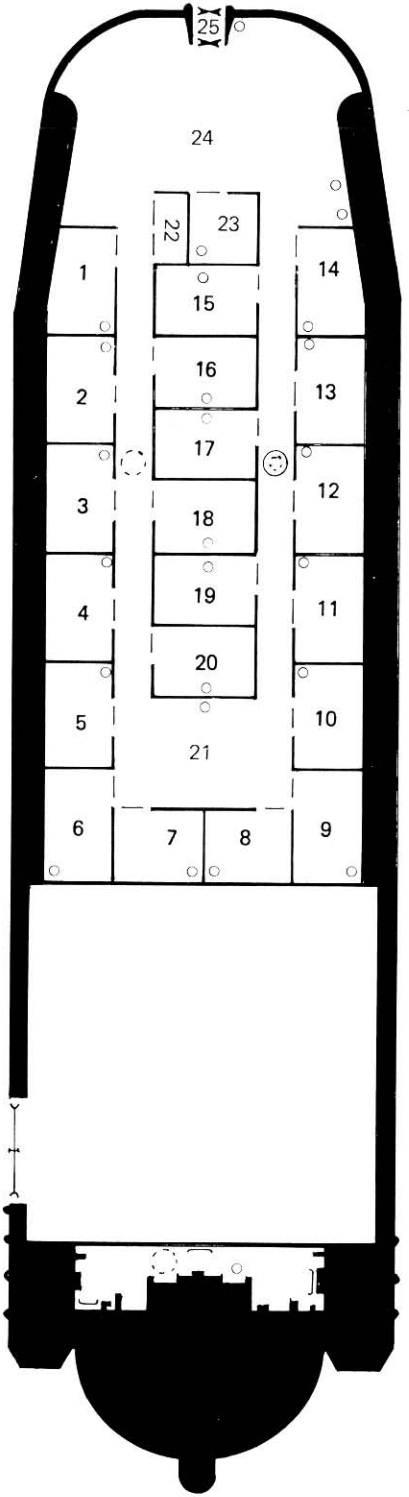
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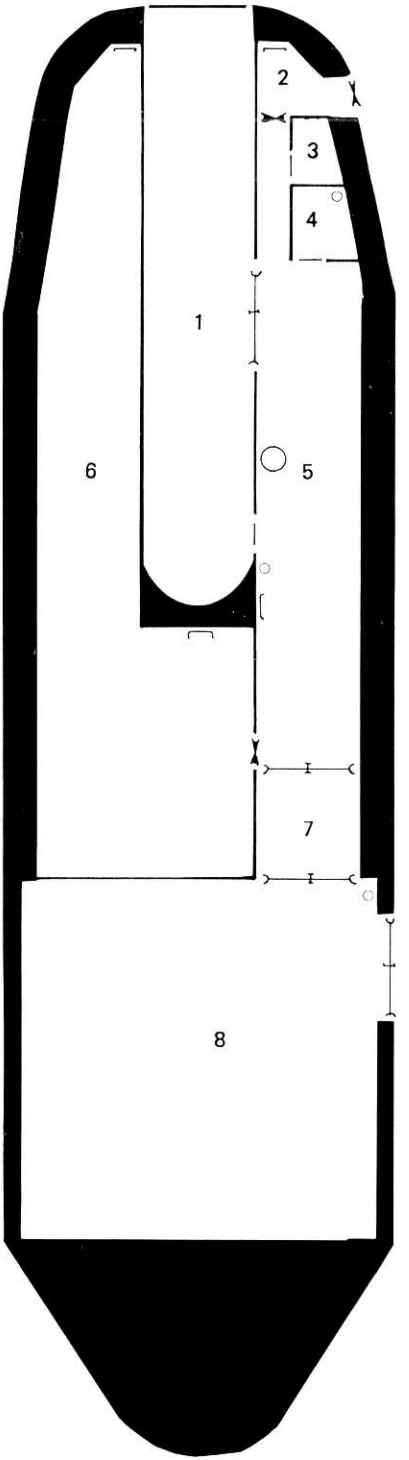
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5 thru 14. Crew Staterooms; each contains a compact fresher, com-console, storage space for personal effects, and a bunk for single occupancy. Use of a trundle bed beneath the bunk converts these into cramped quarters for two.

15. Manned Turret and access; Present only on armed versions. Otherwise this area is used for storage or incorporated into fuel tankage.
16. Same as No. 15 above.
17. Engineering Access Corridor; leads from crew quarters back to engineering. The floor hatch leads down through the cargo hold to the Cargo Deck. The maintenance panels along this corridor provide repair access to the fuel purifier and some of the fuel tankage.
18. Main Engineering Room; contains controls and monitors for most engineering functions. Most of the power plant is on this deck.
19. Rear Airlock; normally used only in emergencies.

Passenger Deck

As a safety and security measure it is planned that passengers can be restricted to this deck for the duration of their voyage and as such much room is devoted to recreation space.

1 thru 20. Passenger Staterooms; similar to the crew staterooms previously described.

21. Rear Passenger Lounge; usually contains excersize and recreation equipment.
22. Steward's Stores; contains housekeeping equipment, linens, etc.
23. Galley; a compact food storage and preparation area.
24. Forward Lounge; large wrap-around viewports cover much of this room's forward walls. These may be covered by retractable shutters on the ship's exterior. In addition to use as a passenger lounge, this room can be converted at mealtimes to serve as a communal dining room.
25. Passenger Airlock; permits passengers to board directly onto the passenger deck without the need to enter other areas of the ship.
26. Lower Engineering Room; repair access to the maneuver drives and upper portion of jump drives. Much of the jump drives lie below this deck, access to them may be obtained through the cargo hold or the ship's exterior.

Cargo Deck

Also known as lower or boat deck, this level contains low berths, the main airlock, the cargo hold, and the ships boat bay. Usually this area is off limits to passengers (with the exception of course, of low passengers).

1. Boat Bay; docking and boarding facilities for the ship's boat.
2. Main Air Lock; primary exit and entrance for individuals.
3. EVA Equipment Stroage; for vacc suits and EVA gear. Also contains bins for storage of electrical and mechanical spares.
4. Workshop; compact mechanical and electronic repair facilities.
5. Boat Deck; area used for loading and unloading the ship's boat, doubles as additional cargo area.
6. Low Berths; cold sleep facilities for 80 low passengers.

7. Boat Deck Airlock; provides transfer capability when either boat deck or cargo hold is in vacuum. The doors of this airlock are of a "garage door" type, sliding on overhead runners while in use.
8. Cargo Hold; large two deck high chamber with a cargo capacity of 82 tons. Port and Starboard doors are located on different levels for ease of loading and unloading and come equipped with standard docking mechanisms.

High Guard Statistics

There are many variations for armament, armor, and interior details, etc., possible on a ship of this class. The following statistics are of an unarmed ship with no variation from the plans given. No discounts for volume are included, nor are architects fees. Variations may be made in accordance with *High Guard* or *Traveller* Book 2.

M-20023 FORTUNE M-6431331-000000-00000-0 MCr354.5 600 tons Passengers=20. Low=80. Fuel=198. Cargo=82 EP=18. Agility=2. TL=12. Crew=9.

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Wines, Liquors, and Beverages

Wines, Liquors, and other Beverages

The transport of intoxicating beverages has long been a key facet of commerce. Trade in such products is usually good for humanity has always enjoyed the pleasures of fine wine or hard liquor, wherever Man has travelled. Starports throughout inhabited space do a brisk business in cargoes of this sort, which can often be found on hand . . . awaiting shipment.

Liquors are produced, for the most part, from agricultural products on agricultural worlds, and are thus most commonly available on such planets. They do reasonably well on industrial worlds and are often found as shipments to such planets. It is even more likely, though, that such cargoes will be bound for worlds rated "Rich". But there are many other possible destinations for a cargo of liquor; almost any world could be a possible market for the product.

There are few hazards connected with the transport of liquors or wines. Bottled cargoes should be packed and handled with care to avoid damage. It is often prudent as well to restrict access to such cargo, as crew members have occasionally been known to pilfer crates of this kind.

The other major concern in shipping this type of cargo is the special handling required. The finer wines, those that are the most valuable, are particularly difficult to ship. They can be rendered undrinkable as a result of undue vibration, acceleration, or exposure to free fall conditions. Thus, the failure of inertial compensators or internal gravity regulators can cause tremendous problems. Wines rendered unacceptable as a result of improper handling can often become a liability to the captains who transport them. It is not unusual for legal proceedings to be attempted against a captain who spoils a valuable shipment in this way.

In some cases, customs regulations can also be of importance to captains transporting liquor. Tariffs are often imposed on such products. Some planets, particularly those under the control of a strict religious sect or other rigid, conservative government, forbid possession of liquor. Things can be quite sticky for people caught attempting to bring a cargo of this kind to such a world. On the other hand, a healthy black market in intoxicating beverages usually exists anywhere that possession is restricted, which makes smuggling liquor a lucrative business in some regions.

The transport of all forms of liquor and other intoxicating substances can thus be a profitable commercial practice. It is suggested, though, that merchants dealing in these items be aware of the laws and regulations that may be encountered in the course of the trade. Failure to take proper precautions can be quite a risk to finances, and, in some cases, to the safety of everyone involved.

Liquor	110,000	A-4	A-3,	I + 1,	R + 2	1D x 5 tons

AWAITING SHIPMENT

Language Translators

With the incredible diversity of cultures and languages found throughout the Imperium and neighboring regions, computer language translators have become a fundamental element of interstellar trade and communication. Dozens of models of various abilities, complexity, and price can be purchased on worlds throughout the Imperium of Tech Level 9 or better.

The basis of all portable CLTs is a program package called a memclip. Each memclip contains programming for one language. Typically, these clips can be purchased with pre-loaded language programs for between Cr100 and Cr150. Blank memclips can be bought for Cr10 and programmed by duplicating a pre-loaded program (discussed below).

All CLTs work in the same manner. Two entities, each with a CLT and memclips for both his own and the other's language adjust their units until they share a common radio frequency. Each speaks in his own language and his words are translated by the other's CLT and relayed to a detachable remote speaker worn in the receiving entity's ear. With practice, anyone can learn to follow the translation as the other individual speaks.

Well over seven hundred languages are available on memclips, though availability of a specific language varies depending on how common the language may be in a particular region of the Imperium. Programs even exist (though often for greater cost or requiring special equipment) for various non-aural languages, allowing direct communication with beings who use such exotic modes of "speech" as modulated radio waves, light pulses, changes of color, and sign language.

When memclips are not available, when a new race has been contacted for the first time for instance, a computer with a linguistic analysis and translation program can be linked by radio through a CLT. The process of learning the new language takes several days; communication with data acquired in this way will be on a rudimentary level and is likely to be garbled.

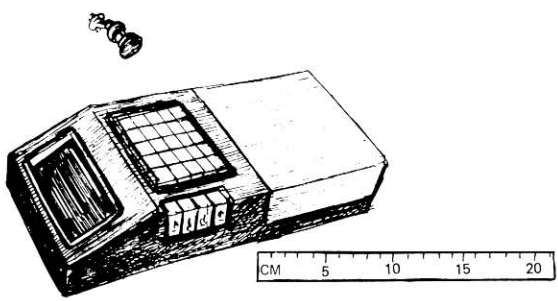
The CLT weighs 0.5 kg and can be carried in a hip pouch or by hand CLTs have from two to eight receptacles for memclips, plus the remote speaker that can be attached to the unit or detached and worn as an earpiece.

Prices vary with the model used, local tech level, and similar factors. A Standard CLT can be purchased for around Cr2000. More expensive units, ranging up to Cr20,000, have built-in program correction features, more complete handling of idiomatic and culturally centered phrases, smaller size, bone implant ear speakers, greater durability, and a larger memclip capacity for handling multi-language conversations.

A computer linguistic analysis and translation program is also available. It functions as other computer programs discussed in Book 2. The program allows analysis of unknown languages. By following a standardized procedure, users can rapidly acquire a working vocabulary that permits rudimentary communication. As continued exposure to the new language proceeds, the translation becomes more accurate. Computers with this program can be radio-linked to portable CLTs, dumping data into a blank memclip as it is obtained and acting as a translation source at the same time.

Space	MCr	Program Title and Effects	Skills	Throw or die roll
3	.8	Linguistic Analysis and Translation	2*	10+

* Access to another linguistic analysis program is required unless the programmer has considerable knowledge of linguistics himself, a highly unlikely eventuality (roll 18, exactly, on 3 dice) for most *Traveller* adventurers.



REFEREE'S NOTES

Mechanical translations of any language have the disadvantage that delicate shades of meaning, definitions requiring experience with an alien culture or worldview, slang, idioms, or any factor of language not susceptible to direct, word-for-word or meaning-for-meaning analysis are going to be lost. Even translations between two common, widespread and well-known languages, Vilani and Galanglic, for example, are prone to misunderstanding and garbling.

Player characters communicating with one another through CLTs do so through the referee, without speaking directly to one another. For each exchange of information, the referee rolls 2D. A roll of 12 indicates that garbling has occurred; the referee may change the message sent from one player to another, the nature and severity of the change is up to the referee.

With uncommon languages spoken by little-known civilizations, or when the translation is first worked out by computer, there is a much larger chance that garbling will occur. The referee rolls 1D, with a 6 indicating garbling.

If the alien language is being spoken by non-player characters, the nature of the garbling and the alien's response is handled entirely by the referee.

When a new language must be learned by characters equipped with CLTs and linguistic computers, the learning process takes 3D days. After this time, communication is possible, but in a limited fashion, with the 1 in 6 chance of garbling. The result may be modified by liaison, computer skill, or Scout Service training available to the adventurers.

A "Fatal Flaw" in a home-written translation program may indicate a potential for garbling, at the referee's discretion.

When different player characters within a Traveller group speak different languages, using the referee as a go between, interesting things sometimes happen, for the nature of the garbling . . . and whether or not the players themselves know garbling has occurred . . . is all up to the referee. Referees should try to keep garbling consistent; for example, someone from a desert world may have no simple word for "water", but refer to it with a literally translated phrase like "life giver", which might not be immediately understood by the other players. Other words may come out as noise . . . words or concepts which the limited abilities of the CLTs simply cannot handle. The most fun are where meanings are changed slightly by the referee, so that each party thinks he knows what the other said, and what the other understands, but doesn't.

Urshag's Fighting Vehicles

The army of Yontez (Shenk 0707 D 663966-6) is an excellent example of progressive Tech Level 6 military organization and technology. Only recently united after a major, continent-spanning conflict, the planet's military remains fully equipped and ready to undertake peace-keeping operations at any time.

With a standing army of over three qurters of a million men, the Yontezeer army has thoroughly embraced armored and air doctrines. The vehicles shown below are good examples of their standard equipment.

TURBOPROP FIGHTER BOMBER (TECH LEVEL 6) TFB-61

TYPE: Fighter Bomber (STOL)
WEIGHT: 6,000kg clean/10,000kg leaded
ENGINE: .375 mw High Performance Turboprop w/ 9,375kg of thrust
EQUIPMENT: Simple Armored Cockpit, Powered Controls, 200 power radio.
ARMAMENT: 4 x 3cm High Velocity Autocannon (Data given below), 480 rds 3 cm KEAP. Two bomb racks and four hard points.
FUEL CAPACITY: 1,000 liters
MAXIMUM SPEED: 800kph/704kph
CRUISE SPEED: 600kph/528kph
MINIMUM SPEED: 75kph
ENDURANCE: 1.06 hours
RANGE: 640 km/559km
AGILITY: 11/9
TURNING ABILITY: $61^{o}/59^{o}$
DAMAGE POINTS: 60
PRICE: Cr 381,686
WEAPON DATA: 3cm High Velocity Autocannon

	EFFECTIVE	LONG	EXTREME
KEAP	80(16)+4	150(12)+3	300(10)+1

It can engage 8 targets per phase. Rate of fire and hit bonuses are given cumulatively for all four cannons firing at the same time.

Vehicle has crew of 3 (Commander, Driver, Gunner). It has a turret mounted 6cm High Velocity auto-cannon and LMG and a pintle mounted HMG. It has Tech Level 6 direct fire control and stabilization.
Height: 1.25m (+.75m Turret). Width: 3m. Length: 5m.
Total Volume, 19.609375m^3; 24.6135 Tons: Price: Cr 75,000.
MOVEMENT: Tracked suspension; Ground pressure, 4 tons per m^2
Road Speed: 65 kph/54 cm
Cross Country: 39 kph/32 cm
MOVEMENT EFFECTS ON FIRE: Move ½ or less, -4 EFP; Move more than ½, -4 FFP, No fire EFP.
ARMOR: Chassis Front, 20; Chassis Side, 12; Chassis Rear, 12; Deck, 6; Belly, 8; Turret Front, 20; Turret Side, 15; Turret Rear, 15.
TARGET SIZE MODIFIERS: +1 Low, +1 High.
EQUIPMENT: 200 power radio, 8 smoke dischargers, overpressure.
POWER: .5mw Improved Internal Combustion Engine consumes 250 liters of fuel per hour. Fuel capacity is 150 liters, enough for 6 hours.
WEAPONS: 6 cm Single Barreled, Gas Operated, High Velocity AutoCannon. It fires 20 rounds per phase and can engage 2 targets per phase. Its other direct fire characteristics are as follows:

	EFFECTIVE	LONG	EXTREME
KEAP	80(25)+2	150(23)+1	300(21)+0

Data for LMG and HMG given in Book 3.
AMMO LOAD: 400 rounds 6cm; 20,000 rounds LMG; 2000rounds HMG

MECHANIZED INFANTRY COMBAT VEHICLE (TECH LEVEL 6) MICV-61

Vehicle has a crew of 3 (Commander, Driver, Gunner). It carries 8 passengers. It has a turret mounted 3 cm High Velocity auto-cannon with Tech Level 6 direct fire control and stabilization.
Height: 2.75m (+.75m turret). Width: 3.25m. Length: 6.5m.
Total volume, 28.7345m^3; Weight, 23.2975 Tons; Price: Cr 41,348.75
MOVEMENT: Tracked suspension; Ground Pressure, 4 Tons per m^2
Road Speed: 60 kph/50 cm
Cross Country: 36 kph/30 cm
Amphibious Speed: 6 kph/5 cm
MOVEMENT EFFECTS ON FIRE: Move ½ or less, -4 EFP; Move more than ½, -4 FFP, No fire EFP.
ARMOR: Chassis Front, 26; Chassis Side, 12; Chassis Rear, 6: Deck and Belly, 6; Turret Front, 20; Turret Side, 12; Turret Rear, 6.
TARGET SIZE MODIFIERS: +2 Low, +1 High.
EQUIPMENT: 300 power radio, overpressure, auxiliary water propulsion.

POWER: .5mw Improved Internal Combustion Engine consumes 250 liters of fuel per hour. Fuel capacity is 1500 liters enough for 6 hours.

WEAPONS: 3cm High Velocity Auto-cannon, single barrel, gas operated. It fires 80 rounds per phase. Its' other direct fire characteristics are as follows:

	EFFECTIVE	LONG	EXTREME
KEAP	80(16)+4	150(12)+3	300(10)+1

It engages 8 targets per phase.

AMMO LOAD: 1600 rounds 3 cm

MAIN BATTLE TANK (TECH LEVEL6) MBT-61

Vehicle has a crew of 4 (Commander, Driver, Gunner, Loader). It mounts a 10cm High velocity Gun and co-axial mounted HMG. It has Tech Level 6 direct fire control and stabilization. Height: 2.4m. Width: 3.265m. Length: 6.5m. Total Volume, 29.295m^3; Weight, 44.46 tons;

Price: Cr 142,945.

MOVEMENT: Tracked suspension; Ground Pressure, 4 tons per m^2

Road Speed: 45 kph/45 cm

Cross Country: 33 kph/27 cm

MOVEMENT EFFECTS ON FIRE: Move ½ or less, -4 EFP; Move more than ½, 34 FFP, No fire EFP

ARMOR: Chassis Front, 29; Chassis Side, 20; Chassis rear, 16; Deck and Belly, 8; Turret Front, 29; Turret Side, 26; Turret Rear, 25.

TARGET SIZE MODIFIERS: +2 Low, +1 High

EQUIPMENT: 200 power radio, 8 smoke dischargers, overpressure

POWER: .75mw Improved Internal Combustion Engine consumes 375 liters of fuel per hour. Fuel capacity is 2500 liters, enough for 6 hours.

WEAPONS: 10cm High Velocity Cannon. It fires once per phase and can engage only one target per phase. Its other direct fire characteristics are as follows:

	EFFECTIVE	LONG	EXTREME
KEAP	80(32)	150(29)	300(26)
HEAP	60(28)	100(28)	250(28)

Data for HMG is given in Book 3

AMMO LOAD: 60 rounds 10cm; 2000 rounds HMG

MAIN BATTLE TANK (TECH LEVEL 6) MBT-62

Vehicle has a crew of 4 (Commander, Driver, Gunner, Loader). It has a turret mounted 12 cm High Velocity gun and LMG and pintle mounted HMG. It has tech level 6 direct fire control and stabilization. Height: 2.65m (+.75 turret). Width: 3.5m. Length: 6.75m. Total Volume, 22.82625m^3; Weight, 48.242175 Tons; Price: Cr 202,560.5

MOVEMENT: Tracked suspension; Ground Pressure, 4 tons per m^2

Road Speed: 50 kph/41cm

Cross Country: 25 kph/20 cm

MOVEMENT EFFECTS ON FIRE: Move ½ or less, -4 EFP; Move more than ½, -4 FFP, No fire EFP.

ARMOR: Chassis Front, 29; Chassis Side, 20; Chassis Rear, 16; Deck and Belly, 8; Turret Front, 36; Turret Side, 26; Turret Rear, 26.
TARGET SIZE MODIFIERS: +2 Low, +1 High.
EQUIPMENT: 200 power radio, 8 smoke dischargers, overpressure
POWER: .75mw Imporved Internal Combustion Engine consumes 375 liters of fuel per hour. Fuel capacity is 2500 liters enough for 6 hours.
WEAPONS: 12cm High Velocity Gun. It fires once per phase and can engage only one target per phase. Its other direct fire characteristics are as follows:

	EFFECTIVE	LONG	EXTREME
KEAP	80(34)	150(31)	300(28)
HEAP	60(34)	100(34)	250(34)

Data for LMG and HMG given in Book 3
AMMO LOAD: 60 rounds 12cm; 2000 rounds HMG; 2000 rounds LMG

ARMORED CAR (TECH LEVEL 6) AC-61

Vehicle has a crew of 3 (Commander, Driver, Gunner). It mounts a 3cm High Velocity Auto-cannon and a Coaxially mounted LMG. It has Tech Level 6 direct fire control and stabilization. Height: 2.85m. Width: 2.25m. Length: 5.56m. Total Volume, 16.785m^3; Weight, 12.8 Tons;
Price: Cr 38,113.
MOVEMENT: Wheeled suspension with auxiliary water propulsion.
Road Speed: 89 kph/74 cm Ground Pressure; 5T per m^2
Cross Country: 26.7 kph/22 cm
Amphibious: 8.9 kph/7.4 cm
MOVEMENT EFFECTS ON FIRE: Move ½ or less, -4 EFP; Move more than ½, -4 FFP, No fire EFP.
ARMOR: Chassis Front, 4; Chassis Side, 4; Chassis Rear, 3; Deck and Belly, 3; Turret Front, 5; Turret Side, 4; Turret Rear, 3;
TARGET SIZE: +2 Low, +1 High
EQUIPMENT: 50 power radio, 8 smoke dischargers, overpressure
POWER: .5mw Improved Internal Combustion Engine consumes 250 liters of fuel per hour. Fuel capacity is 2000 liters enough for 4 hours.
WEAPONS: 3cm single barrel high velocity auto-cannon with gas operated action. It fires 40 rounds per phase and engages 4 targets. Its other direct fire characteristics are given below;

	EFF	LONG	EXTREME
KEAP	80(16)+3	150(12)+2	300(10)+1

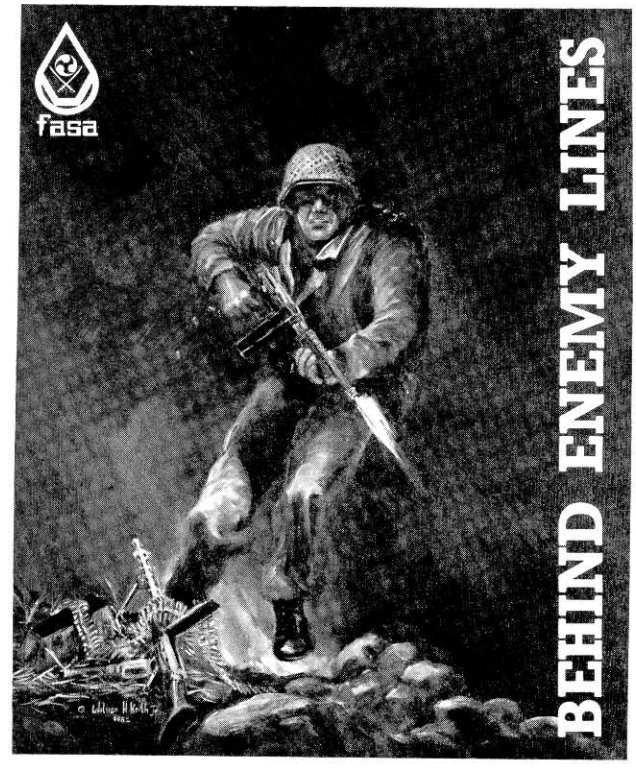
Data for LMG given in Book 3
AMMO LOAD: 1600 rounds 3cm KEAP; 2000 rounds LMG

A combat infantry squad peers from the cover of scattered trees and boulders along the crest of a ridge at the river below. Their problem: the last bridge over the last river between them and friendly lines lies below, and the intelligence they've gathered about Panzers in the area MUST be returned to HQ, and fast. There is a slight complication - a Tiger I tank squatting by the road on the near bank. Only daring and ingenuity can get them back from . . .

BEHIND ENEMY LINES

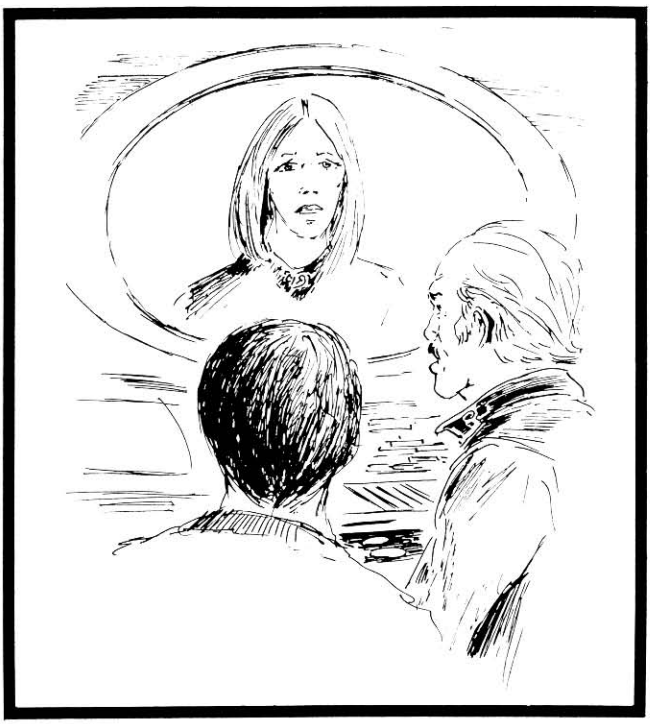
Behind Enemy Lines is a role-playing game which allows YOU to take on the character of a U.S. infantryman in World War II. Parachute drops, night raids, sniper ambushes, pitched battles, combat patrols and long-range reconnaissance probes are the challenges you face. Your enemy is cunning, well-trained, and well-equiped. Your ingenuity, your courage and skill are all that stand between you and disaster.

Behind Enemy Lines contains rules, scenarios, maps, counters, and the event tables needed to recreate the drama of squad-level combat in Europe 1944-1945.



Behind Enemy Lines will be available in July 1982. Retail price for the boxed set is $20.00. Be sure to include $1.50 for postage and handling.

Day of the Gathering



INTRODUCTION

This adventure, *Day of the Gathering*, deals with a group of adventurers caught up in a large pirate operation. Only basic *"Traveller rules"* are required; however, other *Traveller*-related materials, including *Mercenary*, Book 4, *High Guard*, Book 5, *Traders and Gunboats*, Supplement 7, and *Fighting Ships*, Supplement 9, plus Issues 1 and 2 of **High Passage Magazine**, may all be very useful to resolution of this situation.

Date: 250-1108. Place: Dorian, Shenk subsector, the Old Expanses, the Imperium.

FEATURE ADVENTURE

CHARACTERS

1. Ex-Navy Lieutenant 678AB4 Age 30 3 Terms Cr6,000
   Engineering-2, SMG-1, Gunnery-1, Medical-1 SMG

2. Ex-Marine Lieutenant 8A9577 Age 22 1 Term Cr 0
   Cutlass-2, Shotgun-1, Auto Rifle-1, Revolver-1 Cutlass

3. Ex-Marine Captain 948A7C Age 26 2 Terms Cr 35,000
   Cutlass-2, Shotgun-1, Revolver-1, Vacc-1, Mechanical-1 High Pass.

4. Ex-Army Colonel 994DB5 Age 34 4 Terms Cr 50,000
   Leader-2, Vehicle-2, Gambling-1, Laser Rifle-1, Rifle-1 High Pass.
   SMG-1, Cutlass-1, Admin-1, Medical-1

5. Ex-Army Captain 36A925 Age 22 1 Term Cr0
   Rifle-1, Shotgun-1, SMG-1, Fwd Obs-1, Tactics-1 High Pass.

6. Ex-Scout 9C46A6 Age 26 2 Terms Cr 50,000
   Mechanical-1, Pilot-1, Computer-1, Gunnery-1

7. Ex-Scout 796987 Age 30 3 Terms Cr 80,000
   J-O-T-2, Pilot-1, Gunnery-1, Vehicle-1
8. Retired Merchant 4th Officer 392A64 Age 38 5 Terms Cr 51,000
   Steward-2, Gunnery-1, Navigation-1, Electronic-1, Medical-1 3 Low Pass.

AN ADVERTISMENT OF POTENTIAL

The ad sounded interesting: "Wanted: Group of ex-military personnel to perform private detective work. Must be willing to travel out-system. Transportation provided. Good pay. Contact Joxe Electronics, Comm 3825-968, extension alpha."

The group needed employment; the ad seemed like a good lead. An appointment has been set up to meet Wendell Joxe, president of the firm. No further information can be obtained prior to that meeting.

THE JOB

Wendell Joxe proves to be a greying executive, well dressed and ob viously wealthy. Indeed the extent of his wealth is well known; Joxe Electronics is a large company with many important government contracts. After interviewing members of the group and confirming their credentials, Joxe explains the task he wants them to perform.

The Day of the Gathering:

Design: Jim Cunningham and J. Andrew Keith
Development/Useful Suggestions: Gordon Sheridan, William H. Keith,

Playtesting: William A. Barton, Butch Clor, Joe Graves.
Playtested at CWA Con '82, 21 May 1982.

In 1102, Nina Joxe, Wendell's daughter, disappeared shortly after her graduation from college on Mueller/Shenk. She had been listed as among those missing when the Far Trader shewas on board was lost in transit from Mueller to Janie. Investigations carried out by several independent agencies concluded that the vessel was destroyed, and all on board killed, as the result of a collision between the trader and a very large former Navy ship, the Star Rider, during refuelling maneuvers in a gas giant's atmosphere. It is generally conceded that there were no survivors.

Two weeks ago, however, Wendell Joxe received a videotape from an unidentified source. According to Joxe, the person on that tape is definitely his daughter; voiceprint analysis and other identity checks are conclusive. He plays the tape for the group; it shows a woman in her late twenties seated at a desk, and reading from a paper. She is in good health and does not appear to be the victim of any kind of harsh treatment. Her statement is as follows:

"To Wendell Joxe, Joxe Electronics, Dorian. Father, for the past six years I have not been dead, but rather in the hands of a group of people I am not permitted to identify. They are now willing to release me, in exchange for schematics of the Joxe Electronics Mark XXIII Meson Fire--Control system just tested by the Navy. If you deliver these schematics to an agent on Fisher's World on the first day of the annual Gathering this year, I will be released. I am to tell you that my captors have agents watching you and any attempt to involve law enforcement agencies will result in my death. You, or the people you send, will be contacted on arrival at Fisher's World; reservations at the Gathering Hostelry will be made in your name. That is all I can say at this time. Farewell, Father."

The requirements set down on the tape are straight-forward enough, Joxe says, but there are several important questions that should be answered before ransom is turned over. Was Nina kidnapped, or is this some kind of elaborate hoax? If she has been a captive all this time, why wasn't the demand for ransom made sooner? And, if not, where has she been, and why hasn't she contacted him?

These questions can only be answered by taking another look at the circumstances surrounding the loss of the Far Trader Proloth in 1102. Joxe wants the adventurers to do this, then go on to Fisher's World. They should follow every possible lead to establish what has happened to Nina. While at Fisher's World, if there really has been a kidnapping, they are to turn over the schematics on a computer tape, as demanded. If they find out the kidnapping is a hoax or a trap, they are to bring in local authorities and do what they can.

The Gathering begins on 355-1108; they must be on Fisher's World by that date.

One of the firm's Type S Scout Couriers, scheduled for retirement from active service, can be turned over to the group for the duration of the job. Final payment will be Cr75,000 each, plus reimbursement for expenses incurred on the job. This payment will be made when the group returns to Dorian from the Gathering.

THE SHIP

The vessel provided to the adventurers is a very old Type S Scout, used as a courier ship for several years by Joxe Electronics. Scheduled for retirement from service and consignment to the scrap heap, the MS Desdaemona seems in every way to qualify for this fate.

In appearance, the ship is battered and dented, with old paint worn away and a suggestion of rust around the airlocks and hatches astern. Nor is the interior much more cheering; the computer is old and tends to fail (treat as Model/1bis with a capacity one less than normal), and several systems appear to be held together by patchwork repairs. The air purification system, always a weak spot on Type S ships, is in very poor condition — it requires a change of filters at least once every two weeks, and a complete flushing once a month, to keep the system from filling the ship with a completely intolerable smell. Even with the air system in top form, the ship smells old and well-used. The air filters cost Cr200 to replace, while flushing is performed at any starport capable of routine repairs for Cr1,000.

There is no possibility of Joxe supplying a better ship to the group; this ship is the only one which can be spared for their use. Travelling in the vessel has a number of drawbacks; the derogatory reactions of most people who see the scout is only the most noticeable of these. The last crew who served on board, however, lavished a great deal of care in keeping the improvised system working, and, in fact, the ship performs surprisingly well — when the proper care is devoted to it. Further details on the layout and performance of the Type S Scout/Courier can be obtained from **GDW** Supplement 7, *Traders and Gunboats*.

BEGINNING THE SEARCH

Mueller, where Nina Joxe lived before the accident, is the obvious place to start looking for her. Some players may, however, search for information relating to the case on Dorian. Several important clues are indeed available.

1. A Joxe employee comments that Nina and her father never got on well. He wanted her to get involved in the family business. She, however, was extremely interested in joining the Imperial Navy and is known to have fought bitterly with her father over this. The fact that her brother David had already made a name for himself in the Navy only seemed to add fuel to the dispute.

2. Some old friends of Nina's from her pre-college days remember how wrapped up she was in visions of joining the Navy and finding adventure and excitement in space. Business matters never interested her; she was the type of romantic who loved mystery, travel, danger, and excitement. Nina was also known to be the type who harked after lost causes; she particularly fancied some old family traditions concerning her ancestors who fought in the Solomani Rim War, on the side of the Solomani. All these different factors seemed to combine to make her restless, willful, and eager to get away from her father's influence. A fierce desire to outshine her brother also motivated her strongly, though she was never quite able to best him at anything.

ON MUELLER

Mueller (0403 B554823-B): The starport is located at Enlon, the planetary capitol and largest city. The university is approximately 81 kilometers from the starport. Ground cars can be rented for Cr33 per week. A monorail line also exists, with one line running out to the university complex. A transport pass for one week on the monorail is available exclusively to offworlders for Cr14.

Questions at the university will cause considerable confusion. People questioned will be very reluctant to give out information, saying they have already been visited by a high-ranking Ministry of Justice officer interested in Nina Joxe. Bribery or other forms of persuasion will bring out the information eventually.

1. Nina Joxe graduated from the university on 170-1102. She was an honors student and for three years was enrolled in the university NOTC program. In her last year, however, she was dropped by the NOTC program for involvement in activities of an undesirable nature, apparantly having participated in certain political rallies and meetings not approved of by the NOTC directors. Other than this, her record in school was excellent.

2. People remember Nina as a very studious individual, wrapped up in college work. She did, however, become romantically involved with a man she apparently met in Enlon, a man about five years her senior, who represented himself as a spacer. After meeting him, Nina paid less attention to her studies and began attending meetings and political rallies with him. It was shortly after this that she was expelled from NOTC. She planned to leave Mueller with him after graduation.

3. A political movement on Mueller which seems to be the one Nina became involved with, is identified as being a pro-Solomani "liberation front" organization. For several years it flourished, holding rallies and such in protest to the Imperial occupation of the Solomani Sphere. Official measures against the movement led to a gradual decline in strength over the past three to four years.

4. Starport records definitely establish that Nina Joxe was among the passengers who boarded the Far Trader Proloth before the ship departed on its last ill-fated voyage. Records of the disaster (see below) are available.

5. Records of the Proloth voyage show that the ship left Mueller carrying a full crew, five people, plus three passengers. The passengers were Nina Joxe of Dorian, Eneri Ishgildur of Wall, and Marc Dover of Tequila.

THE PROLOTH/STAR RIDER DISASTER

On 203-1102, the Far Trader Proloth departed Mueller with eight people on board. While en route to jump coordinates, a general distress call was issued. Captain Larsen of Proloth postponed jump to respond to the call.

The distress call was sent by the Star Rider, formerly of the Imperial Navy, now privately owned by the Shenk Historical Society. Star Rider was travelling to Shenk, where the ship was to be established as a historical landmark and museum; the vessel was not, however, fully spaceworthy, and was being operated by a skeleton crew.

At 0832 (Enlon Starport Control Time) on 203-1102, an explosion of

unknown origins severely damaged the main Engineering Control Center aboard the Star Rider, killing two of the ships senior engineers and wounding three technicians. M-Drive and Power Plant systems were severely damaged and the ship reverted to emergency power only. The 54 men of the Star Rider's skeleton crew were in extreme danger, in-as-much as the accident occurred during refuelling operations at the system's gas giant. Without power, the ship's eliptical "skimming" orbit would carry the crew to their deaths.

Repairs to ship's systems were hampered by the casualties suffered in the explosion. Proloth's captain volunteered the support of his Chief Engineer and, if repairs failed, offered to assist in evacuating the stricken Star Rider. His ship was closest to the damaged vessel and reached it well ahead of other rescuers. Proloth matched orbits and prepared to be taken on board.

A transmission to this effect was the last signal received from either ship. At about this time, the two vessels entered the blackout zone created by the "shadow" of the gas giant. Neither ship emerged on the proper vector.

Investigating ships arriving some hours later discovered a few random bits of debris, from both Proloth and Star Rider — in a decaying orbit around the gas giant. The eventual conclusion of a Port Authority Board of Inquiry was that Proloth mistimed the approach to Star Rider and collided, causing another explosion that virtually destroyed both ships. Most of the debris was apparently burned up in the upper fringes of the gas giant's atmosphere. No survivors were found.

Further information on the Star Rider is available from Library Data on page41 .

A FAINT LEAD

During the course of the group's investigations, the referee should find a way to steer them subtly towards a particular line of inquiry, an investigation of the Proloth's background and movements before the incident with the Star Rider.

Research into this background should turn up some interesting facts. One is that the Proloth's captain, Larsen, was suspected of smuggling, gunrunning, and involvement in a pro-Solomani extremist group with membership on several planets in the Shenk and Galiano subsectors. Secondly, there is some information among old starport records to suggest that Proloth staged a rendezvous with an unknown vessel shortly before the Star Rider distress call was broadcast.

The referee should emphasize this second datum. It suggests the possibility that people aboard the Proloth could well have transferred to a different vessel, before the accident, and is proof that Nina Joxe may well be alive.

No information on this other ship is available; the transponder ID broadcast by the ship later proved to be totally false. It is thought to be some smuggler met by Larsen for a deep-space cargo transfer.

Referee's Note: At this point, Mueller is virtually exhausted as a possible location for discovering clues or information. Additional time spent here may uncover rumors concerning events elsewhere in the subsector (presented as stories circulating around Enlon; see page 29), but little else.

The next step should be up to the players. A time limit is placed upon them by the need to reach Fisher's World. Further, they may decide to follow some of the clues they have already received, possibly tracing Nina's fellow passengers, or checking to see if Nina ever arrived on Janie, etc. If the players seem to be at a loss, some judicious guidance may be in order.

INTERSTELLAR TRAVEL

Travelling from Mueller to Fisher's World will involve several jumps (see Star Atlas, page 60). The exact route taken will be up to the players. During the course of their trip, the referee should supply the group with additional clues and rumors of interest, using the rules presented below.

GENERAL RUMORS

There are a number of general rumors which may be given out regardless of the location or circumstances of the group. One such rumor will become available each time the group passes through a system (the result of routine communication even when the party refuels at a gas giant and departs at once), and once each week that the group spends on a planet, making the ordinary rounds of starport bars and such on planets they visit.

The basic rumors described below may be repeated several times. The referee should alter, embellish, or rephrase the rumors to suit local circumstances and to keep the information seeming fresh and new. Substitutions can be freely made, to permit the referee to pass on a rumor that has not yet been heard instead of one which is a repeat.

GENERAL RUMOR TABLE (Roll one die)

1. Piracy in the subsector has increased sharply in the past few years. Pirates seem to be more common, better armed, and much more of a problem. The Imperium has been forced to assign special units — including two naval squadrons and various Ministry of Justice resources — to help protect commerce and to try to stop the piracy before it reaches totally uncontrollable proportions. But even with this committment, there has been very little reduction in pirate operations.

2. A large ship, in the 30,000-60,000 ton range, has been seen in the system. Transponder ID has not been made; interceptors either found nothing or were lost. Theories range from some kind of mass hallucination (ship disappearances are counted as pilot error caused by the hallucination) to some secret Navy project . . . with others, generally accepted as totally silly, suggesting such things as "ghost ships" or Solomani incursions.

3. Pirates have been adopting some very strange tactics and weapons of late; several recent pirate encounters have involved non-jump-capable ships, apparently hi-jacked SDBs, striking merchantmen and even a few small convoys. This indicates that recent increases in pirate activity are largely unrelated; it appears local that piracy is on the rise, with little evidence of multi-system raids.

4. The Imperial Navy has declared the systems within a two parsec radius of Barnet as convoy zones; commercial merchant shipping in these systems is urged to await escort. Rampant piracy in this region has made the move necessary. Ships can sail without convoy, but do so at their own risk.

5. Several shiploads of planetary and subsector dignitaries, including the Duke of Shenk and the Duke of Galiano, are expected to participate in the ceremonies surrounding the Gathering this year, marking as it does the observance of the tricentennial of the birth of Jormad, Duke of Galiano, who restored peace to the region after the Rebellion of 954. This important commemoration of Duke Jormad's achievements is a key political event for the region. Figures of prominence in Imperial service, in local and subsector politics, and in commerce and industry, will all be in attendance at the Gathering, and will arrive tightly escorted convoy from Shenk during the course of the festival.

6. Fierce speculation is already raging among merchant crews planning attendance at The Gathering. The subject is the probable outcome of the TacShip competition, a major event held each year at the Gathering. Most people strongly support one group of likely contenders, one of the most commonly mentioned entrants, the group to beat, is the team headed by Larsen and Glennol. Champions in the event for four out of the last five years, this team has racked up 300 simulated "kills" in the course of their participation. It is usually added that it seems a shame that Larsen's team is wasted in tramp trader runs — they fight a lot better than a lot of Navy crews.

Referee's Notes — (Using the General Rumors): A great deal of detail is presented in the rumors above. This material does not have to be presented to players all at once, however. It should serve as background for the referee, with some information being added in response to questioning, or saved for later repetition of data.

WORLD RUMORS

The information that follows is to be given out only when the group visits the world to which the rumor is keyed. If he so desires, the referee can choose to pass on the same information to the players at any location as news from the planet in question, in place of giving out a general rumor.

These world rumors also include specific events which will take place when players are on the planet in question. Events of this type do not occur anywhere else, only on the planet indicated.

Herbe (0606 C8C5461-8): The startown area is a particularly rough district; the group is sure to have trouble in the course of a night on the town. At the Scum Center, a notorious tavern, the party finds a disreputable, drunk, and a noisy crowd which turns hostile when the arrival of the adventurers spoils a particularly loud, and off-key, round of songs. Insults and threats greet the party; soon a baroom brawl breaks out. Though the bar's patrons far out-number adventurers, they have little trouble winning. (The referee should, however, stage the fight in detail for effect),

After the fight, an impressed, rather drunk individual buys the adven-

turers a drink and proclaims that he "could have used some guys like you when we took the Star Rider." A companion will silence him and claim he was making some kind of a joke. No more information is forthcoming.

Janie (0305 8769844-B): A news report attracts a great deal of attention here, and has everyone spectulating.

Expanses News Service Report

Janie/Shenk (0305 B769844-B) Date: 242-1102

The Imperial Navy announced that the Makeeter Naval Base was the scene of a break-in by unknown persons yesterday. Captain Sanu Narosee, Public Liaison Officer for the base, stated in a press conference that the area broken into was an old storage warehouse located on the northeast perimeter of the base. Several pieces of equipment were reported missing, though an inventory has not yet been completed.

"The storage area contains old parts, and consequentially is not guarded closely," Narosee said. "What anyone could want with electromagnetic coil wires and other parts from obsolete starships is beyond me." Narosee added that vandalism, rather than theft, could well have been the intent.

The break-in has raised a considerable interest in on-base security measures and has reinforced moves to tighten Naval security in Janie.

Referee's Note: Further investigation by the players (or the presence of a character with Gunnery-2) will reveal that the missing heavy-duty electromagnetic coils were for use in the focusing mechanism of Type G Meson guns.

Wall (0407 - A5009A8-E): After jumping in-system, there is a malfunction aboard the adventurer's ship. A warning light on the co-pilot's console flashes, indicating a power overload and then goes out. Several seconds later, the fusion regulator blows out, causing an overload in the master power distribution system before safety cutouts come on-line. During the overload, a power surge is delivered to most on-board systems which causes a number of control panels to spark or explode.

Characters actively manning consoles will take 2D damage if they fail to make a throw of dexterity or lower. Several minor fires will start, but these can be handled by emergency fire extinguishers.

Investigation of the damage indicates that most systems suffered only light damage. The fision regulator, however, is shot. A back-up unit on board is strictly for emergency use and is rated as safe for only ten hours of operation. A new regulator must be purchased planetside.

Costs for a repair berth at Wall Starport run Cr300 per day, excluding parts and technical personnel. Tools are available at no cost. The various minor malfunctions can be repaired in 2D days, with parts costing Cr1200. Technicians are not essential, characters can do the work themselves, but do reduce the time required. Each technician hired reduces total time required by 1 day (never less than 2 days, however); cost is Cr3 per hour apiece. Technicians work 8 hours per day, one shift only, religious scruples prevent work outside the standard eight-hour work period prescribed by the Book of the Law.

The fusion regulator must be replaced. A new one costs MCr2.5. One of the starport workmen, however, mentions that a used one can probably be bought for less money at a nearby scrapyard.

The clerk at the scrapyard is a garrulous old man, who babbles at great length about his job, his vast experience, and the work he's done for customers in the past. However, he does have a fusion regulator that will fit the power plant of the group's ship. It tests out within safe limits; cost is Cr240,000. But the clerk cannot make any guarantees about the part's service life, and seems amused that the characters would expect guarantees. They remind him, he says, of that Vilani fellow, Ishgildur or whatever his name was, who thought he should guarantee parts for a Type G Meson gun.

If questioned further, the clerk knows little more about the man. He came in two weeks ago, bought the parts, and paid cash. He doesn't know where the fellow came from, and doesn't care. All he cares about right now is whether the group plans to buy or not. Should they choose not to buy, the clerk will become unhelpful and surly. No better price for a fusion regulator will become available.

By purchasing the regulator from the scrapyard, however, players will find the clerk remembering more. The components the man wanted were three focusing magnets used in Meson guns, which had been sitting in an odd corner of the yard for years. They weren't the kind of thing that could be expected to move since private vessels didn't carry that kind of weaponry, and naval craft no longer use obsolete models of the type the equipment fits. The customer gave a story about using the equipment in a long-range deep-space Meson communications station . . . possible, the clerk admits, but still odd.

Referee's Notes: Eneri Ishgildur was identified on the passenger list of Proloth, as coming from Wall and there are records of such an individual having lived on the world 10 years ago. Attempts to trace him, however, ultimately prove fruitless, except in uncovering some significant background information.

1. Ishgildur was a merchant officer specializing in ship's gunnery systems, up until the time he was fired for misappropriation of ship's funds.

2. In 1101, Ishgildur was part of the winning team at the TacShip games at the Gathering, Sven Larsen, Captain; J. Glennol, Second.

Tequila (0508 B371663-9): Tequila is listed as the residence of Marc Dover, one of the passengers aboard Proloth when it was lost. If investigations are made into Dover's background here, the group will be impressed. Dover, formerly a commander in the Navy, resigned the Service in 1100. Wealthy and well-connected, Dover became a travelling man, visiting several planets in the subsector and establishing a reputation for his forceful, radical political views. Dover disappeared from sight in 1101 and was not heard of again. His family and friends on Tequila have been under scrutiny more than once from the Navy and the Ministry of Justice, both of whom are very interested in Dover's political interests.

If players investigate Dover, a surprise awaits them. One day, upon returning to their ship or hotel room, they will find it occupied. Six Imperial Marines and an officer in the plain grey of the Ministry of Justice will be present, taking them completely by surprise. They will be interrogated, first at the place they are taken and then later at the local Ministry of Justice headquarters.

The officer conducting the investigation is a non-human, a bwap or "newt" (see Contact!, Journal of the Travellers Aid Society No. 11). Bataw-a-a-abubpaw, Divisional Supervisor assigned to head up attempts to surpress piracy in the region is slightly more tolerant of human ways than many others of his species, having been raised by a mercantile bwap family with much contact with human beings. But Bataw shares the basic newt philosophy and way of life; he is obsessed by patterns, details, and the intricate relationships between all things that make his kind extremely hard to cope with.

Unfortunately, for the adventurers, Bataw has taken an interest in their activities. His researches have lead him to the conclusion that Marc Dover, Nina Joxe, and others of the Proloth escaped the disaster aboard another ship and are involved with the pirate activities in the area. When the group made inquiries after Dover, Bataw's agents trailed them, hence their detention now.

Bataw-a-a-ababpaw conducts a thorough interrogation and examination of the group, both together and separately, as only a newt can. The investigation is quite lengthy. (Note: the time involved should be up to the referee. It is a good idea, however, to make the interrogations last nearly to the point of making the group late for their rendezvous with Joxe on Fisher's World. Suspense can be built up by making their release seem to be tied in to a die roll . . . which is only achieved very close to the final deadline. On no account, however, will they miss that deadline.

As Bataw becomes convinced that the adventurers have no involvement themselves, the emphasis of the questioning shifts. He begins to wring out information they have uncovered during their investigations. However, he has a number of preconceived notions which he will not alter even in the face of facts. Bataw has perceived a certain "pattern", he calls it a "tree of certainties", in the facts he has assembled already, and in typical bwap fashion is determined that reality fit that pattern. Therefore he ignores those facts that seem irrelevent, the Star Rider, for instance. Bataw's theory centers on the concept of the mysterious rendezvous made by Proloth before the Star Rider incident. He believes that Nina Joxe and others among Proloth's crew and passengers transferred to the unknown ship before the colloision. And he is convinced that Nina Joxe has cast her lot in with the pirates . . . and has proof, which he shows the adventurers.

The proof is a communications videotape recovered from the wreckage of a ship taken by pirates. It records incoming hails from two fast, deadly vessels. The orders received to heave to and await boarders were issued by a woman who can be positively identified as Nina Joxe.

As time passes, Bataw eventually becomes satisfied and orders the party's release. He indicates to them that they should give up their mission, as there is no question of kidnapping, just piracy. And once the Gathering is over, he says, piracy in the Shenk subsector will be brought to a quick end.

BATAW--A-A-ABABPAW

JSB Divisional Supervisor 384AA9 4 Terms
Admin-4, Interrogation-4, Streetwise-1, Handgun-1, Medical-1
Commo-1, Leader-1, Computer-1

An extremely competent officer within limits imposed by culture and philosophy, Bataw has not previously held a position of the importance of his current assignment.

Previous assignments were to worlds settled by newts and involved less contact with humans or were purely administrative. As a result, Bataw's preparation for his present position is somewhat poor and leaves him ill-equipped to deal with unforseen alternatives or possibilities.

Though not the sort of figure to inspire much genuine good feeling, Bataw is respected by his subordinates (though he is sometimes referred to as "towel-head"). His thoroughness and efficiency may ultimately prove sufficient to replace the initiative and originality that a human officer would use in his place.

After being released by Bataw, the adventurers are free to make an uneventful jump to Fisher's World. The delay caused by the Ministry of Justice investigation has the party running close to the wire; when they enter the Fisher's World system, only two days remain before the Day of the Gathering.

Traffic in the system is heavy as merchant vessels arrive for the festivities. The referee should convey a sense of the conditions around the planet by instituting several ship encounters, causing lengthy delays in communications with the starport and otherwise giving the impression that many ships are converging on Fisher's World for the Gathering.

Once they are down, the adventurers will have no trouble finding the Gathering Hostelry, a former warehouse converted into a small hotel. Reservations in the name of Joxe have been made for room 203. The adventurers may take additional rooms if they so desire, although neither room adjacent to 201 is available.

The room is small, well-furnished, and shows no signs of being in any way unusual, with one exception. A tape casette has been left in the room's video set, prominently labelled "Wendell Joxe". When played, it proves to be a message from the kidnappers.

The tape again shows Nina Joxe, this time seated in this same room. A time/date record at the side of the screen shows the recording was made two days before, in the late afternoon. Nina appears as before; she seems to have been well-treated. Her message is short.

"To Wendell Joxe or his agents, Fisher's World. Bring the information to Booth 39, exactly five days after the time and date shown here. You will be contacted. As long as you cooperate fully, I will not be harmed. Make a mistake, and I will be killed."

If checked, Booth 39 will be found to be the booth maintained by the government of Shenk to promote trade and commerce. It is a rendezvous point only; no one at the booth has any connection with the kidnapping.

Three days remain before the rendezvous, circulate around the Gathering. Worlds of the Imperium (page 47) describes the Gathering in greater detail and may be used to spark ideas for the proceedings. At some point during this period, the referee should insert the encounter described below.

Late one evening, at a bar near the periphery of the Gathering site, the adventurers notice two men in a dark corner. One of them begins passing several large bills to the other, then leaves. The second individual remains at the table for a short time, then comes to the bar and orders drinks for everyone present. He is a friendly, outgoing, likeable sort, and talks to the adventurers, and to many others in the bar, with a great deal of enthusiasm and interest. He will be reticent about himself, however, and changes the subject when it moves to personal matters.

Shortly thereafter, as the adventurers leave the bar on their way to some other place, the adventurers hear a sudden noise. Spinning around, they see their new acquaintance holding another man in a strangle hold against the wall. With studied casualness, he says to the adventurers, "This gentlemen seems to have found your wallets. I think he'd like to return them." The man is a pickpocket and does indeed have wallets belonging to the group.

Referee's Note: This encounter is strictly a distraction from the main course of events, but has several important implications. The good samaritan is an important figure in the adventure which will appear in High Passage No. 6. His companion in the bar will later be recognized by the adventurers in the last portion of the adventure. He is Glennol, the pirate officer. This tie between the two is not important in this adventure, but is of use in laying the ground work for the next one.

For the purposes of this adventure, further involvement and interaction with this individual should be handled according to the referee's discretion.

CALL FOR HELP

Two nights after the group sees the tape (the evening before the scheduled meeting with the kidnappers), the adventurers receive an unexpected call on their room's videophone. The caller is Nina Joxe; she is in what appears to be a small public booth with a sign visible behind her reading "Docking Bay 27". She is also clearly in a panic, constantly looking out of the booth, and making very little sense.

"Father – you're not father," she begins. "Never mind. They're after me. They'll kill me. But I have to – have to warn David. They're waiting – they'll attack. Warn the convoy . . . before it's too late." She looks again over her shoulder. "I can't stay. They're coming." She blanks the screen. The adventurers have no chance to say anything throughout the call.

Docking Bay 27 is only a few minutes from the hostelry. If they so desire, the adventurers can attempt to rescue Nina. If they seem suspicious, the referee should assure them that the girl is quite evidently in a state of panic and seems to be legitimately in trouble.

THE BATTLE

When they arrive near Docking Bay 27, the adventurers will be hampered, at first, by the presence of bystanders. Eventually, however, they will see Nina Joxe being dragged by two large men with two others in close attendance. Nina is struggling.

An attempt to rescue Nina will develop into a major battle, as the four pirates soon are joined by others; at least four others are on hand. The referee should set the exact number which serves best for the purposes of the adventure.

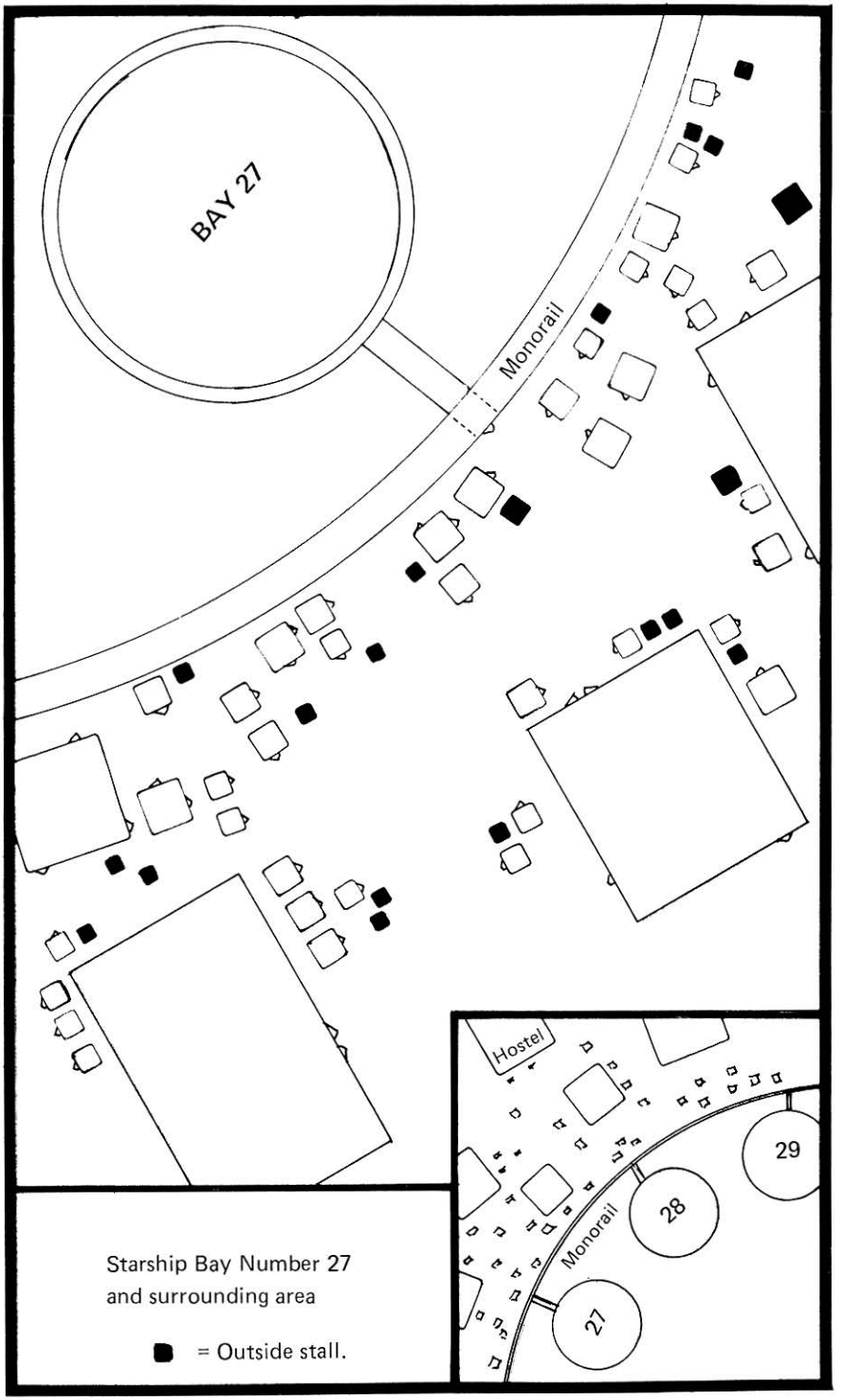
The pirates are led by Glennol, who is described in the Boarding Pass feature on page 45 . Others in the party who may be encountered are listed below.

Pirate Sergeant	978944	Revolver-2, Tactics-1
Pirate Corporal	88B783	Rifle-3
Pirate Henchman	B4A324	Brawling-2
Pirate Henchman	9A7866	Blade-2, Revolver-1
Pirate	684997	Rifle-2
Pirate	856645	Cutlass-1, Shotgun-1
Pirate	BC9573	Brawling-2
Pirate	A88675	Revolver-3

If more detail is desired, the referee should feel free to expand upon the skills shown to round the characters out.

Resolution of the battle depends, of course, on the interaction between the players and the referee. The referee is urged to see to it that Glennol escapes in safety, he is a useful adversary for later adventurers.

When rescued and taken to a safe place, Nina Joxe is beside herself with fear and concern. She insists that the authorities must be warned, soon, or her brother and many other people will die. For a time they can get nothing more out of her; eventually, though, she settles down enough to give a coherent description of what has happened; and what is going to happen.


BAY 27
Monorail
Hostel
29
28
Monorail
27
Starship Bay Number 27
and surrounding area
= Outside stall.

In 1102, Nina says, she met and fell in love with Marc Dover, a rather dashing ex-Navy man. As she got to know him, she became involved in his political interests; soon she herself was strongly committed to the ideals of Dover's Solomani Liberation Movement. Her family had a tradition of Solomani support and had accepted amnesty after the Rim War with reluctance. To a love-struck girl with a strong sentimental streak, Dover's goals were a powerful lure.

After her expulsion from NOTC, Nina threw in with Dover completely. So, after graduating, she was enthusiastic when she discovered that they were about to strike a major blow for the Cause. That blow was nothing less than the acquisition of a large fighting ship, the Star Rider.

When Proloth lifted from Mueller, everyone aboard was part of Dover's organization. The ship rendezvoused with a corsair in space, and took aboard a very large contingent of boarders. Then they waited.

Star Rider, in transit from Galiano to Shenk, was scheduled to refuel at the gas giant in the Mueller system. Dover had several confederates among the Star Rider's caretaker crew, including one of the Assistant Engineers and the Chief Communications Officer. Sabotage was responsible for the explosion and ensuing confusion on board. And Proloth was invited to dock and assist.

As the Star Rider passed into the blackout zone created by the gas giant, the boarding party aboard Proloth swept into action. They were aided by their confederates among Star Rider's crew who helped seized the ship. Once secured, Star Rider was nudged into a new orbit among the rocks and ice of the gas giant's ring system and powered down while repairs were made. Some debris and junk were released to make it seem as if an explosion took place during the docking. Eventually, when things calmed down, Star Rider left the system.

Since that time, Nina says, Star Rider has been a corsair, and is largely responsible for the reports of piracy increasing in the region. Reverting to the ship's original purpose, Dover, now captain of the Star Rider, began acquiring small ships of various types to be carried on board, while re-arming the ship's main weaponry at the same time. At present only the type G Meson gun remains incomplete and a total of six 600-ton SBDs plus a mixed bag of smaller vessels are carried on board. Star Rider is a very potent force to be reckoned with.

Dover's "freedom Fighters" have quite a bit of strength at their command. With some extremely powerful (though mysterious) backing, the organization has tied itself in with the renegades operating out of Pirate's Haven. In addition, they have set up an advanced base to service the Star Rider in the Tequila system.

Nina Joxe served willingly with Dover for 6 years; gradually, however, she has become disillusioned with him and with the Cause. In the first place, Dover lost interest in her and turned to other women. She stayed loyal because she believed in the ideals of freedom from Imperial rule and self-determination for the Expanses.

But as those 6 years dragged on, she began to have doubts. Star Rider

was a pirate ship, pure and simple . . . it seemed that Dover and his people were less interested in starting the fight for freedom than they were in capturing unarmed merchantmen and killing innocent people. And now, she says, the pirates have made the final move that made her realize just what they, and she with them, really stood for.

THE PLOT

The Gathering at Fisher's World is an important opportunity for Dover's people, Nina says. A large number of dignitaries are scheduled to arrive at Fisher's World within the next few days. Because of security precautions, they will be in a convoy escorted by Naval vessels. An attack on the convoy was seen by the pirates as an ideal way to disrupt the political authority of the region. With two Dukes, representing Galiano and Shenk, and numerous lesser dignitaries, the convoy was a perfect chance to strike a major blow that would greatly disorganize the area . . . leaving the way open for Dover's people to take advantage of the turmoil.

Even now, Star Rider lies in wait somewhere in the fringes of the system, ready to pounce on the convoy when it arrives from Shenk. The pirates have other business, including the attempt to gain the fire-control system developed by Joxe Electronics. The whole thing was a setup . . . Nina was not a kidnap victim, but a loyal pirate and it was intended all along that Joxe or his agents would be double-crossed in the end.

But word of the planned convoy attack had changed things for Nina and now she had run to give warning. All of her growing doubts about the nature of her "Cause" had been crystalized by a single discovery, that one of the convoy's escorts, the destroyer escort Viper, is under the command of Lt. Commander David Joxe, Nina's brother. The object of much envy and rivalry, David was nonetheless loved and looked up to by his younger sister. The fact that Larsen, Gennol, and Dover were casually planning to destroy the Viper without warning early in the attack was a great blow to Nina's whole image of the world around her.

No one knew that she had overheard the plans and Nina was able to act normally while she looked for a chance to escape. When she found that opportunity, she tried at once to alert her father, whom she thought might be delivering the "ransom" in person. Though this was not the case, the intervention of the adventurers had made it possible for her to make good her escape and pass on her information to the authorities.

ENDING THE ADVENTURE

By contacting local authorities with Nina's information, the adventurers cause a small squadron of SDBs to be dispatched to the expected arrival point of the convoy. These reinforcements and the warning they bring, figure heavily into the short battle which ensues (see The Naval Gazette, page55). The Star Rider is driven off, but not destroyed.

Other information Nina is able to turn over leads the Navy to the Star Rider's base on one of the outer planets of the Tequila system. By shutting down this base, the Navy deprives Star Rider of an easy source of fuel, repairs, and supplies; it is more than likely that the pirate ship will have to seek refuge at Pirate's Haven.

In turning over this information, Nina Joxe leaves herself open to charges relating to her involvement with the pirates. Upon his arrival on Fisher's World, however, the Duke of Galiano intervenes in the matter. He issues a pardon to her on the condition that Nina puts herself at the disposal of the various departments working on Galiano in suppression of piracy operations.

The adventurers will, upon return to Dorian, earn the payment promised to them already. Joxe offers the group continued employment, if they so desire.

None of the pirates from Fisher's World were captured; they escaped in a ship before the authorities could intervene. This is dangerous news, according to Nina Joxe. Though foiled at Fisher's World, their organization remains intact. Nina is sure that their plans are close to execution. The Duke of Galiano is the chief obstacle to their bid for power in the region as he has begun a serious program aimed at eliminating piracy from the Expanses. Dover tried for him once at Fisher's World. He is certain to try again . . .

NON-PLAYER CHARACTERS

1. Wendell Joxe
   Bureaucrat/Director 688799 Age 58 9 Terms Cr400,000
   Admin-4, Computer-3, Liaison-2, Recruiting-2, Leader-1
   Vehicle-1, Instruction-1, Revolver-1, Interrogation-1

2. Nina Joxe
   Pirate Corporal 7A6B789 Age 26 1 Term Cr0
   Brawling-1, Body Pistol-1, Ship Tactics-1, Pilot-1
   Streetwise-1

Library Data

Expanses News Service: The ENS was established in 1004 by Erlin Bartow, an ex-Traveller's Aid Society journalist who became famous for his coverage of battles during the Solomani Rim War.

Recently, the ENS has grown to serve nearly every planet within the Old Expnases. The Traveller's Aid Society has a news exchange agreement with the ENS.

The Expanses News Service operates booths at most A, B. and C starports, where information is transferred to computer tapes through a terminal. The fee for a completely updated summary of news and information is quite reasonable, usually being no higher than Cr25. A network of ENS courier helps to keep off-world data current. Tapes sold at the booth will erase if attempts are made to duplicate them.

Each booth also displays current news items on a computer screen, for the benefit of those who do not have access to a computer. A library program is also available, and customers may rent semi-private terminal space at Cr20 per half hour for news viewing and library access.

Imperial Ministry of Justice Special Branch: The JSB is the most elite security force in the Imperium and is one of the best-trained para-military organizations ever developed.

Under the JSB doctrine of 850, six divisions (Field Enforcement, Counter Insurgency, Investigative Research, Intelligence Recon, Imperial Security, and Special Security) are set up under three offices (Investigative, Intelligence, and Security), with one central authority. The current head of JSB is Director Terrence Beem, who supervises operations from offices in the Ministry of Justice Building on Capitol/Core. Each office handles a unique aspect of JSB operations and has a district command post in every sector of the Imperium.

The total manpower of the JSB is approximately 10,000. These include administrative personnel, independent operatives, and military Elite Strike Forces concentrated in the trouble spots of the Imperium, including the trailing region near the Solomani Sphere . . . and the war zone in the Spinward Marches.

Newts: A minor non-human race originally form Marhaban in the Lentuli subsector, the Newts (also called Bwaps or Wabs, from their name for themselves, Bawapakerwa-a-a-awapawab) average 1.4 meters in height and weigh between 30 and 40 kilograms. Their native environment is extremely wet, and they feel uncomfortable in anything less than 98 percent humidity. Using special clothing, a loose, kaftan-like garment and a hood — they can live in climates of much lower humidity, providing they have an adequate supply of water.

Newt society stresses a complex outlook in which all things are interrelated. They take great pride in contributing to the smooth functioning of the universe. From the human point of view, they are obsessed with minutae, patterns, and the order of things, and seem long-winded and formal. They make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians.

Newts can be very difficult to deal with and a knowledge of formal Newt ritual and protocal is important. Dealing with Newts takes time, but trying to speed things up only takes more time.

For further information, consult the *Journal of the Travellers Aid Society* No. 11.

Pirate's Haven: In recent years, Pirate's Haven has become a growing trouble spot for merchant shipping in the Old Expanses. The frequency of pirate attacks on Imperial communications lines with the frontier have become a vital concern and have caused an additional committment of ships and personnel over and above normal levels to attempt to suppress the problem.

The Haven is a region encompassing six parsecs and two systems (Salogu and Spires, the latter posted a Red Zone) in the Sarid subsector. The area is controlled by a loose organization of pirate captains who have banded together for more effective operations. Pirate's Haven provides 11 gas giants and two large asteroid belts which make the system ideal as a base of operations.

Despite a growing number of complaints, official actions against Pirate's Haven have been largely ineffective.

Rebellion of 954: The disolution of the Solomani Autonomous Region in 94's led to a mojor confrontation between the Imperium and the Solomani separatists. Under Empress Margaret II and her successor, Stryryx, a policy of peaceful annexation through diplomatic and economic channels was followed. Though it was a great success, some Solomani worlds adhered to Sol, and rejected Imperial advances; in 954, one of several crises erupted as a result of this resistance.

The Rebellion was set off as a result of the high-handed policies of Enlasash, Duke of Galiano, a staunch anti-Solomani leader. Enlasash miscalculated the effects of certain major economic sanctions taken against pro-Solomani worlds in the Shenk and Sarid subsectors. The backlash from his ill-considered policies raised a major rebellion that embraced a number of "safe" Imperial worlds, and received considerable support from the Solomani Sphere. The Duke himself was killed early in the fighting by a mob which stormed the Ducal Residence on Galiano.

In 956, the Rebellion was effectively subdued. This was accomplished largely through the efforts of Duke Jormad, Enlasash's successor. It is to Jormad's credit that the settlement was made without recourse to force, and depended largely on the Duke's personal charm and abilities. Duke Jormad remains honored to this day as " the Good Duke" and "The Peacemaker".

Solomani Rebels: Local operations by Solomani activists in the Old Expanses, especially along the Imperial border, is of two general types: the legal, political activity of local Solomani Parties, and the illegal activities of terrorist groups, urban guerrillas, hired mercenaries, and other extra-legal organizations, undertaken in the name of Solomani Superiority.

This is not to say that individuals of Solomani ancestry are necessarily anti-Imperial, or that any sort of class or race struggle exists between the Solomani and the Vilani. Solomani make up a great part of the leadership of the Imperium; Solomani citizens are as loyal and law-abiding as any others. A certain group of Solomani, however, subscribing to a theory of "Racial Supremacy", do continue to keep up a struggle from political power and freedom. Hostilities are now rare; along the border between the Imperium and the Solomani Sphere, however, there is still a degreee of tension which could flare up into conflict at any time.

For further background information, interested readers are invited to refer to **GDW** Supplement 8, *Library Data*, Supplement 10, *The Solomani Rim*, Double Adventure 3, the *Argon Gambit*, and *Invasion Earth*, all of which contain discussions of the history of Imperial/Solomani policy and disputes.

Star Rider: Prototype ship constructed for the Imperial Navy by the shipbuilding firm of DDD&S. Laid down in 982, and launched in 985, the Star Rider was intended to function as a bridge between the concepts of cruisers and escort tenders. Fully armed as a cruiser class ship, the Star Rider was designed to carry up to 15 smaller vessels of up to 600 tons (SDB type, primarily) in size in large cargo bays.

The concept failed to translate well to the realities of naval warfare and the Star Rider failed its acceptability trials at Ultraneta/Jayna. Once it was

proved that neither the cruiser armament or the carried vessels were sufficient for the problems of modern naval combat, the Star Rider series was cancelled. The prototype was completed and put in service by the Navy, however, as a third-line ship transport. In this capacity it proved extremely successful in the years prior to the Solomani Rim War.

Before and during the war, the Star Rider performed excellent service by shuttling SDBs and picket boats into or out of threatened systems. In most cases this was done only when no opposition was present; in 998, however, at the Battle of Shenk, the Star Rider and a handful of supporting ships were caught by surprise by a Solomani incursion. In the battle Star Rider held out stubbornly with meagre support until all non-jump-capable vessels in the Imperial Squadron could be taken on board and escape maneuvers undertaken. The ship took a great deal of damage, but jumped successfully. The gallant action against great odds caught the public imagination.

At the conclusion of the war, a cost-conscious Navy placed Star Rider in ordinary; in 1091, during a thorough renovation of fleet elements, it was decided to scrap the obsolete, one-of-a-kind vessel.

On Shenk, historians heard of the decision and did everything possible on attempts to save the ship. They first tried to convince the Admiralty to declare the ship a historical treasure and naval museum; this was ignored by bureaucrats more concerned with budgets than with sentiment. But the historians launched a fund-raising drive and lobbied successfully to have the government of Shenk convert Star Rider into an orbital museum commemorating the battle.

Funds were barely sufficient to purchase the ship, the next highest bidder, Thermond Industries, LIC, was outbid by a mere MCr1.4. It required additional support from the Duke of Galiano to make basic repairs and recruit a skeleton crew to bring the ship to Shenk. As a part of the deal, Star Rider stopped at Galiano on the way from the naval yard at Ultraneta to Shenk, and was used there as part of the Centennial Commemoration of the Rim War. The Duke of Galiano issued his famous "Imperial Triumphs" speech from the bridge of the Star Rider in orbit.

After leaving Galiano, however, Star Rider suffered an accident while refuelling near Mueller. The ship was lost with all hands, along with the Far Trader Proloth, apparently as a result of a collision and resulting explosions in the engineering section.

Troyden Massacre: Atrocity of 1103. The 2,000-ton passenger liner Troyden was discovered drifting in the Hoff/Sarid star system; her entire crew and passenger complement of 73 had been brutally slaughtered. It is presumed that pirates operating out of Pirate's Haven were responsible.

No one has ever been apprehended in connection with the incident, despite a lengthy investigation by the Ministry of Justice. Excellere Express, the owner of the ship, has attacked the integrity of the Ministry of Justice by charging official delay and mismanagement of the ultimately ineffective investigation.

Some Imperial officials have blamed radical Solomani rebels for the attack.

Jalas Glennol

Jalas Glennol 66A9B5 Age 34 4 terms Cr5,000
Streetwise-3, Gunnery-2, Brawling-1, Pilot-1
Electronic-1, Forgery-1, Leader-1, Shotgun-1

Born and raised on Saloga in the infamous "Pirate's Haven" region, Jalas Glennol has made his life with one of the largest of the organized piratical operations based there. He has devoted his considerable talents and abilities to this operation, and has risen far. He is currently very high in the confidences of Marc Dover and the other principals of the pirate group.

Glennol travels frequently on "business" trips in the Expanses. As a liaison man, he deals with individuals and corprations to arrange the sale of stolen goods and captured ships. He also uses his trips to learn about various commercial ships and lines, passing information back to his principals to allow them to organize raids more efficiently.

As a member of the crew of the pirate-owned Far Trader Marginal Profit (Ex-Proloth), Glennol periodically engages in semi-legitimate trading operations, mostly calls at Fisher's World during the Gathering (where Glennol and his shipmates have won several tactical competitions) to carry out research on attending merchant ships, and to carry out various shady transactions.

BOARDING PASS

Glennol is a quiet, reserved individual who radiates an air of competence. Very much wrapped up in his work, he tends to seem distant and aloof, and attempts to strike up a conversation with him are usually not successful. When he is actively seeking information or trying to put people off guard, however, he can switch on a great deal of charm, becoming outgoing and very friendly.

Adventurers will usually encounter Glennol aboard a passenger liner or trader carrying an important cargo. He usually conducts his scouting as a passenger, but has been known to sign on as a ship's crew member in order to learn more about it. In at least one instance, he has been known to sabotage the power plant aboard a Star-class liner in order to allow corsairs to take the ship.

Glennol travels under an assumed name with faked identification. His false identity varies according to his needs, but he often assumes the role of Harlan Brandice, a naval architect from Shenk/Shenk. In this assumed identity, he can often gain access to many parts of ships not open to normal passengers.

Jalas Glennol is an intelligent, capable man who, unfortunately, works for the wrong people. He is wanted by Imperial authorities, a reward of Cr25,000 has been offered for information leading to his arrest and is generally considered to be too dangerous to be trifled with.

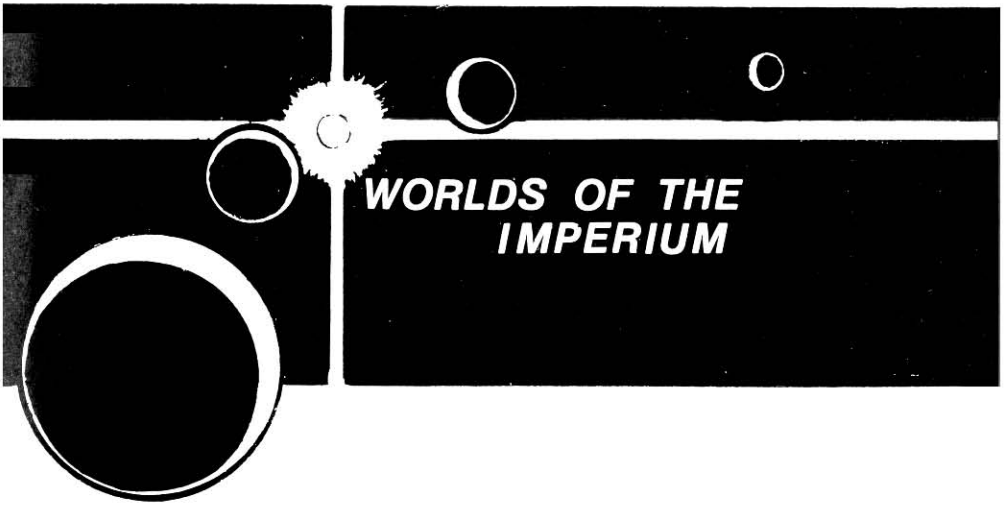
Issue 4 Corrections and Clarifications

A few problems cropped up in the course of getting High Passage No.4 out. Most of them had to do with credits; we'd like to take an opportunity to make amends for our failure to give credit to one of our unexhaustable workers, Gordon Sheridan.

Gordon has been working with High Passage almost since the beginning, and his role has been expanding constantly. In Issue 4, Gordon collaborated on the design of the Interdiction Satellite and the Arzhent Class Starship, and executed the deck plans for both. His name was, unfortunately, omitted . . . sorry about that, Gordon!

On the more practical side, a planet description was omitted from Star Atlas. The data left out appears below:

Algren/Ahrhi	0301 - EG53754-7	Poor	AG



Fisher's World (Shenk 0409 A 769825-E) has long been noted as a crossroads of trade between four subsectors (Shenk, Nicosia, Sarid, Thoezent) in the Old Expanses. The importance of commerce to the growth and maintanence of the planet's economy is nowhere better demonstrated than in the traditional "Gathering" held each year.

The Gathering is a major event for the planet and for the merchants who ply their trades in the region. Beginning on the local Day of High Summer (in 1108, the 355th day of the Imperial year), it lasts for twenty days. During this time, spacefarers from throughout the region come together to mingle, celebrate, engage in games and contests, and to make new contacts and business deals. The Gathering is sponsored by the government of Fisher's World, which subsidizes a large part of the expense for the 20-day festival. Revenues from concessions, events, and increased traffic into the system more than make up for the outlay of running the operation.

The origins of the Gathering date back to pre-Imperial times and are shrouded in uncertainty. During the Long Night, when the activities of petty empires and independent warlords made interstellar travel hazardous and trade uncertain, the Gathering seems to have been a time when local rulers put aside differences to meet and combine diplomacy with a show of goodwill, cooperation, and prosperity. Since that time, the tradition has developed into its present form, in which private enterprise and commerce predominate over all other considerations.

The Gathering is held at the site of the planet's old Type B Starport, on an uninhabited island off the north coast of the world's primary continent. The starport was replaced 150 years ago by the newer, larger Class A facility built at Norvelle, the capitol. The original port facilities are no longer functional, but the starport landing area is useable. Attending starships land in the area; the other events, games, and booths are spread out in available space around the field.

Landing facilities at the Gathering cost Cr50 per week; no repairs, maintenance, fuel, or other items are available, however. The starport proper on the mainland continues to furnish these, but charges normal rates for

landing and for the services themselves. Some ships remain in orbit; these are serviced by ships boats and by a ground to orbit shuttle which makes two round trips each day. Shuttle passage costs Cr5 for each trip.

Various events are popular at Gatherings. Drinking contests, ship painting and design competitions, cargo loading races, and similar competitive games are common. They generally cost very little to enter, but are often the object of extravagent private wagers between shipowners. Rivalries between ships, sometimes of very long standing, can be an important part of these contests.

Other aspects of the Gathering are less formally organized than the contests; these include tours of ships and visits to concession stands and display booths set up by various companies and planetary governments and informal parties, sporting events, and games. Another important part of the festival is the celebration of Duke Jormad of Galiano's birthday; the three hundredth anniversary of this event (1108) will draw numberous dignitaries and other VIPs to the Gathering.

Two major events, however, are of the greatest interest to the general public. The first is the System Yacht Race, in which entrants compete in interplanetary travel, scoring points for efficient use of orbits and fuel supplies. Although this is no longer a critical consideration in interplanetary travel, it harks back to the days before grav drives and fusion power made conservartion of fuel unnecessary. Computers monitor fuel expenditure and changes in acceleration, penalizing those who use maneuver drives more than absolutely needed. The route of the race leaves Fisher's World, loops around the planet's larger moon, then proceeds to the innermost gas giant, the three-ringed world Majeik. Other destinations for ships in the race can be designated by the Race Authority, based on the orbital positions of the other three worlds of the system. Entrance fee: Cr250. Prize: Cr1000.

The other major event is the TacShip Competition, in which simulated ship-to-ship battles are fought. Computer linkages between starships in the tournament allow a matchup in which the ship's capabilities are compared and run against one another. Ship crews perform in simulated battles as if they were actually engaged. Spectators are also shown computer-generated situation displays in holographic viewing areas nearby. The event is extremely popular, with the public choosing favorites and wagering extravagantly. Entrance fee: Cr500. Prize: Cr5,000.

The Gathering leads off with the celebrations of the "Day of the Gathering", the opening day of the festivities. The Day of the Gathering has come to be used as a synonym for the Gathering as a whole.

For as long as the Old Expanses records have been kept, and, possibly, for as long as they endure, the Gathering on Fisher's World has and will remain a commemoration of commerce, enterprise, and the power and strength of interstellar bonds.

Article LXXII, Section VI

". . . Convoys may be instituted, and thereafter maintained, at and by the order of regional, subsector, sector, or Imperial government officials empowered to establish such policies and practices . . . Merchant ships required by government order to sail in convoy shall ignore such orders at their own risk. While under convoy, the senior naval officer present in the convoy escort shall have full authority and charge over all ships in the convoy; civilian shipmasters are expected to exercise full and complete cooperation at all times, or shall suffer such penalties as the laws and practices of interstellar travel shall dictate . . ."

In time of war or other danger to commerce, the convoy has always been a traditional recourse to minimize ship losses and increase the security and safety of vital trade routes. The practice began on the oceans of Vland and Terra long before space travel was deemed a possibility; as the Vilani and Solomani swept into space, the practice of sailing in convoy during times of danger went with them. It remains a common practice in Strephon's Imperium.

It is rare for merchant vessels to voluntarily travel in convoy, since so much of commerce and trade depends on beating out the competition in delivering goods to a new market. Now and then a consortium of interstellar traders will institute private convoys (particularly when there is no competition between members). Armed merchantmen can thus pool their fire if attacked; also, at times, mercenary starships (of the Broadsword class, for example) may be hired to escort such convoys for some specific period of time.

By and large, though, convoys are instituted at the order of a government official in response to specific emergency. In a war zone (such as the Spinward Marches during the Fifth Frontier War) convoys may be ordered on a large scale to protect civilian shipping and vital military supplies alike from falling to enemy commerce raiders or advanced guards. Convoys may also be instituted in response to an increase in piracy in a particular area, or as a safeguard during a period of tension along the frontiers. Civil authority on a regional or subsector level will usually order institution of convoys. If martial law is declared, Imperial government authorities can declare convoys in effect on a wide scale.

When convoys are instituted, all ships bound for the same world will travel together under the guns of escorting vessels. In general, a convoy will sail to a particular world once every 15 days. Ships leaving ahead of the convoy do so at their own risk, and forfeit protection by so acting. Convoys will travel to A and B class starports, or along X-Boat lines, on a regular basis. Convoys to other worlds are much less regular.

The referee may set up convoy conditions as follows: To determine how many days are left until the next convoy sails, roll 3D-3. If this date is missed through accident, lack of cargo, etc., the next convoy after that sails 15 days later. If the ship is heading to a port off the beaten track, a convoy will not begin forming until the referee rolls 9+ (roll made once each week). A convoy, when formed, will have 1D-2 large merchant vessels (10,000+ tons). 1D medium merchant vessels (1,000+ tons), and 3D small merchant vessels. Escorts will include a ship of 10,000 tons or greater if a roll of 9+ is made. Ships in the 1-10,000 tone range will usually be present (roll 1D-2 for the number); 10 smaller ships will always be available. The referee may always feel free to alter this basic structure.

Convoys are supposedly under the orders of the senior naval officer of the escort squadron. Certainly merchant ships in convoy find it hard to indulge in some forms of behaviour while under convoy, skimming fuel without permission, or investigating restricted areas in hopes of profit are, for instance, not possible. But the convoy commander rarely has an easy time enforcing his authority. Merchant captains often seem to deliberately confuse orders and make errors just to frustrate the Navy. Merchantmen seem unable to adhere to a formation or to obey the simplest orders; escorts usually have more trouble with their charges than they do with enemies.

Ships are vulnerable to attack, of course, only when entering or leaving a system. Some convoys, in fact, escort ships as far as jump, and then meet incoming merchants, with the escort vessels never leaving the system. Usually, though, this is not done, since ships will be jumping blind into a new system and could be entering an ambush. Because coordination of arrival times and locations is less accurate in civilian than in military vessels, a convoy is most vulnerable immediately after arrival, and for about 1D x 10 minutes thereafter as the convoy sorts itself out. Most successful attacks on convoys occur during this period.

While in convoy, the involved ships move at the lowest speed and the smallest jump imposed by ships in the convoy. This may greatly reduce the advantages of owning a particularly fast or long-ranged merchant ship.

When using trade and speculation rules, convoys have certain special effects. When a ship arrives as part of a convoy, an extra resale DM of -1 is imposed. If the ship arrives anytime up to one week after a convoy (this happens on a roll of 7-), the DM is -3. If a convoy is scheduled to arrive within another week, the resale DM is +2, this taking place if a roll of 8+ was made.

Convoys can have many important effects in *Traveller*. They provide safety and security in time of danger. For those who are conservative, they mean a safer, but less profitable existence. Bold adventurers may find it better to ignore convoys; in doing so, their risks increase enormously . . . but their potential profit goes up as well.

Squadrons of the Old Expanses

In this article we'll take a brief look at naval power in the Old Expanses as a whole and two squadrons in particular. Future articles will detail additional squadrons, bases, and colonial squadrons. In addition, our new Warbook column will focus on a particular ship each issue, providing information in the same format as Supplement 9, *Fighting Ships*.

The Sector Fleet

The 810th fleet as it stands today is a small, garrison-like force designed to patrol the interior of the sector and protect merchant traffic. Additional tasks include patroling the borders along the trailing edge of the sector and enforcing interdictions of various worlds within the sector. Compared with the forces of a military area, such as the Spinward Marches, the Old Expanses fleet is small indeed. This is due to a lack of need for a large force.

A little over one hundred years ago the fleets in this area rivaled those in the Marches because of the Solomani Rim War. When the Solomani threat passed, many warships, no longer needed, were scrapped or converted to merchant carriers. Several ships left over from that period are still in service in the sector today, however.

In peacetime the ships of all the squadrons in this sector are usually found operating singly or occasionally in pairs. Squadrons only assemble for fleet excercises or special assignments. An exception to this is the squadron (or occasionally squadrons) which patrols the Solomani borders in the Bascoj

and SoSkire subsectors. These units always operate in full squadrons. These squadrons are usually the most modern ships and the best crews. The most publicized of these is BatRon 208, whiich includes a million ton Gorodish class fleet tender.

More information on the 810th will be discussed in future articles.

Battle Squadron 490

BatRon 490 is based at the naval depot at Ultraneta/Jayna. The squadron has a proud record which dates back to the Rim War though little has happened since then which has distinguished it. Today the squadron is part of the fleet which patrols the interior of the sector. Composed mostly of aging first-line ships and a second line ship, the squadron is obsolete on the whole, though it is not usually reguarded as such.

Composition:

1 Kokirrak class dreadnaught

Menorrak BB-0155. The Menorrak is the squadron flagship and was one of the first Kikirrak class ships constructed. Because of the lack of need for a replacement, she has been refitted and upgraded over the years. The Menorrak formerly carried a black globe, but it was removed in the late 1080s and shipped coreward for use in another Kokirrak class ship which was probably stationed in the Corridor sector.

1 Uzhsu class dreadnaught

Vodeambuth BB-2810; The Vodeambuth is one of the few Uzhsu class ships which has not been upgraded to TL-15 standards. She was scheduled to be replaced years ago, but funds for her replacement were diverted to more important needs. The decision was made to modernize her instead, but those funds were trimmed from the naval budget. Maintaining her is difficult, since she requires non-standard parts, and it is generally thought that she will either be upgraded or scrapped in the near future.

3 Gormandoacy class destroyers

Oxma DD-3118, Leuthov DD-3159, Gidth DD-3108. Most squadrons include more escorts for their capital ships, but BatRon 490, because it is designed for interior patrol work, does not need a great number of escorts, and they were distributed to other squadrons as needed. The Gormandoacy class destroyer is the subject of this issue's Warbook.

3 Chrysanthemum class destroyer escorts

Capelo DE-5169, Atamica DE-5137, Espandon DE-5167. These ships are also few in number for the same reasons the Gormandoacy class ships are. The Chrysanthemum class destroyer escort is described in Supplement 9, *Fighting Ships*.

6 Fleet Couriers

There are a number of fleet couriers in the 810th fleet, most on detatched duty. When BatRon 490 is fully assembled, six are stationed with it at any given time. When the squadron is broken up into individual ships, such as now, one or two fleet couriers usually accompany the Menorrak.

Cruiser Squadron 87

CruRon 87, also based at Ultraneta/Jayna, is assigned the same patrol areas as BatRon 490. The two squadrons frequently operate together during fleet excercises. These ships usually operate individually, coming together only for excercises, special assignments, or war.

Composition:
8 Sarmonocci Class Light Cruisers
Antherese LC-0155, Bujalani LC-1005, Lukasan LC-1052, Radz LC-1053, Linnert LC-1054, Masodanya LC-1035, Verticleib LC-1031, Sardonov LC-1038.

3 Gormandoacy Class Destroyers
Karonne DD-3100, Jobar DD-3133, Joati DD-3136. Like BatRon 490, CruRon 87 has an escort and destroyer shortage. Presently there are plans to build some new destroyers, possibly of the Midu Agashaam class, to decrease this deficiency.

6 Chrysanthemum Class Destroyer Escorts
Fowal DD-5116, Surz DD-5165, Soryth DD-5166, Jea DD-5163, Reeleatha DD-5171.

3 Workhorse Class Ornance Carriers
The Workhorse Class ships reflect the only new ships built for the sector fleet in the past decade. These ships were built mainly to support the sector economy of local shipyards. A decision had been reached that a class of ship would be constructed locally for the sector fleet, but budget restrictions made low-cost ordnance carriers the only option available.
Workhorse WC-9600, Mule WC-9601, Syanniltuk WC-9602

High Guard Statistics

The Kokirrak, Chrysanthemym, and Fleet Courier are described in Supplement 9, *Fighting Ships*. Each of the other ships will be detailed in editions of our Warbook Column, starting with the Gormandoacy Class Destroyer in this issue.

Uzhsu Class Deadnaught (TL-14 version)

Dreadnaught BB-R445IH3-405600-900Q9-0 MCr62386.44 100 ktons.
Batteries bearing Y 1Z
batteries W 1X
Cargo=89. Fuel=54, 138. E.P.=7,069. Agility=4. Crew=913. TL=14. Y=43. Z=44.

Sarmonocci Class Light Cruiser

Light Cruiser CL-K146AJ2-400700-90909-0 MCr6390.6 10 ktons.
batteries bearing 1 5 4
batteries 1 5 4
Cargo=5. Fuel=5,000. E.P.=1,000. Agility=5. Marines=43. Crew=89. TL=15.

GORMANDOACY Class Destroyer

DESTROYER DD-C446AJ2-200000-90009-0 MCR1847.48 3 ktons
batteries bearing 2 1 TL=15
batteries 2 1 Crew=40
Passengers=6. Low=0. Cargo=126. Fuel=1,500. EP=300. Agility=6.

TONNAGE: 3,000 Tons (Standard). 42,000 Cubic meters.
CREW: 13 Officers, 27 Ratings.
PERFORMANCE: Jump-4. 6-G. Power Plant-A. 300 EP.
AGILITY: 6.
ELECTRONICS: Model 9/FIB computer.
ARMAMENT: One 50-ton missle bay. Twenty beam lasers in two batteries.
DEFENSES: Armored hull (factor-2).
CRAFT: One pinnace.
FUEL TREATMENT: Integral fuel scoops and onboard purification plant.
COST: MCr 2,284.225 singly; MCr 2847.38 in quantity.
CONSTRUCTION TIME: 132 days singly, 105 in quantity.
COMMENTS: The Gormandoacy is a predecessor of the Midu Agashaam Class Destroyer now being tested. It performs the same role, and has been considered obsolete for some time. The class is kept operational in sectors not required. Over three hundred vessels of this class have been produced, several by Diversified Dynamics Design and Shipyards.

Excerpt from a roport by Sandrai Elashgar, Knight of the Order of Jormad, Captain of (NS Attack Cruiser Typhoon, acting Commodore.

INS Typhoon, in orbit
Fisher's World/Shenk
363-1108

My Lord Admiral:

I have the honor of informing you that the ad hoc squadron under my command, while on convoy escort duties as assigned by Commodore Calanoni, engaged and defeated a pirate fleet which attempted an attack on the convoy on 361=1108. The highly sensitive nature of the convoy — which included political and economic leaders bound for the Gathering on Fisher's World, among them the Dukes of Shenk and Galiano — made the trimph of the Emperor's Navy in this action a doubly important victory.

The temporary squadron under my command, comprising INS Typhoon (Attack Cruiser, 50 ktons), INS Karonne (Destroyer, 3 ktons), the Close Escorts Antelope and Brushrunner (300 tons each) and the Scout/Courier Eshkandir (100 tons), arrived in the Fisher's World system from Shenk on 360-1108, in company with 15 merchant vessels and private transports, none significantly armed. Upon the squadron's arrival we received word from Commodore Halisk, commanding the Colonial forces at Fisher's World, indicating the possibility of an attack in strength by pirate forces against the convoy. Six System Defense Boats (400 tons each) of the Colonial Squadron were made available to increase the strength of the convoy escort. The fleet and convoy refuelled at the innermost system gas giant before resuming course for Fisher's World.

Eight hours and nineteen minutes after jump, action was joined with the enemy while on passage through Fisher's Belt. Four 400-ton vessels of standard Imperial SDB configuration made on attack against the Destroyer Karonne, stationed in the lead of the convoy. Two additional groups, each comprising five vessels of similar size and type, were also detected as they made to engage the convoy's smaller escorts. Six minutes later, Typhoon came under attack from a large vessel, a 40,000 tone ship now identified as the ex-INS Star Rider, presumed destroyed some six years ago.

In the ensuing action, ships of the Imperial Navy acquitted themselves well, despite initial disadvantages. I regret to inform your Lordship of the loss of the Scout/Courier Eshkandir, destroyed by intensive missile fire during the opening moments of Excalibur's attack. Bushrunner and the Colonial ships Fisher's Pride and Guardian suffered considerable damage.

Throughout this action, the ships of the squadron kept up heavy and sus-

tained fire, destroying at least four of the pirate vessels. Star Rider's spinal weaponry remained inoperative throughout the action, a vital factor in our squadron's success.

After an engagement lasting one hour and twenty-one minutes, the pirate attack collapsed entirely. Star Rider jumped out-system, having retrived only three of the pirate fleet's non-jump-capable vessels. The remainder were pursued and captured or destroyed by the Colonial squadron.

I would like to draw special attention to the valor and skill of the officers and men of INS Karonne, Lt. Commander David Joxe commanding. Unsupported and under heavy attack Karonne held off the enemy for the duration of the action and destroyed two pirate SDBs unassisted.

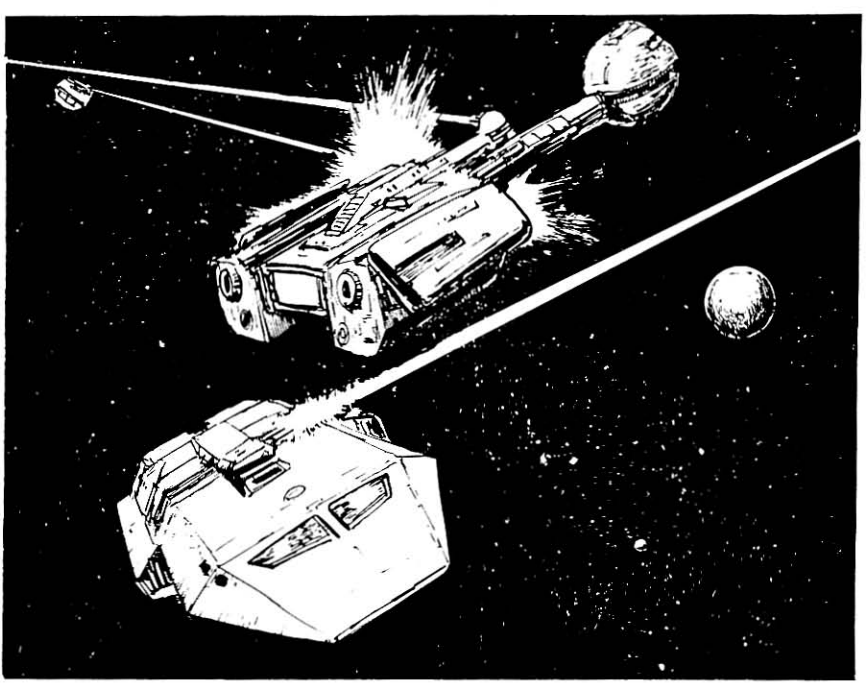
The actions of the Colonial Squadron, of Lt. Varachi of Antelope, and of Lt. Micah of Bushrunner are all deserving of the highest praise, as were those of Commander Lackland, Executive Officer of INS Typhoon, who directed the ship's operations with skill and courage.

Of the crew of Eshkandir under Ensign Jon Kahlarn, it can only be said that they gave their lives in the performance of their duty. Their service to the Imperium merits recognition.

Under orders from representatives of the Ministry of Justice, I am preparing to dispatch Bushrunner and Antelope in search of Star Rider. Further information will follow as it becomes available.

I have the honor to be, my Lord,

S. Elashgar, kt.
Captain



Awards and Decorations

Astor, L.	Eshkandir	SEH (post)
Beatty, D.	Bushrunner	MCUF
Joxe, D.	Karonne	MCUF
Kahlarn, J.	Eshkandir	SEH (post)
Lackland, N.	Typhoon	MCG
Villard, M.	Eshkandir	SEH (post)

Promotions

Joxe, D. ex-Karonne	Commander, INS Typhoon
Lackland, N. ex-Typhoon	Captain, INS Vrenteck
Micah, C. ex-Bushrunner	Lt. Commander, INS Karonne

Scenario

The Convoy Battle, Fisher's World 361-1108

Imperial Navy

Typhoon (Temptest Class Attack Cruiser)

CC-P436BJ3-906800-999N9-4 MCr 40112,21 50 ktons

batteries bearing 6261Q TL=15

batteries 8281W Crew=475

Passengers=36. Low=0. Cargo=450. Fuel=30,500. EP=5500. Agility=6. Marines=150. 40 Fighters. 4 Small craft.

(Pilot-2, Ship Tactics-1, Fleet Tactics-1)

Karonne (Gormandoacy Class Destroyer)

DD-C446AJ2-200000-90009-0 MCr 1847.38 3 ktons

batteries bearing 2 1 TL=15

batteries 2 1 Crew=40

Passengers=6. Low=0. Cargo=126. Fuel=1500. EP=300. Agility=6 1 pinacle. (Pilot-3, Ship Tactics-2)

Antelope, Bushrunner (Gazelle Class Close Escorts)

CE-3455762-300000-40100-0 MCr 387.47 300 tons

batteries vearing 2 2 TL=14

batteries 2 2 Crew=12

Passengers=0. Low=0. Cargo=6. Fuel=91. EP=21. Agility=0.
(2 x Pilot - 1)

Eshkandir (Type S Scout/Courier)

S-12222R1-000 000 - 30000-0 MCr 31.43 100 tons

batteries bearing 1 0 TL=9

batteries 1 0 Crew=3

Passengers=5. Cargo=3. Fuel=40. EP=2. Agility=0. Air/Raft-1 (Pilot-2)

6 X System Defense Boats
SB - 41069E2 - 900000-40003 - 0 MCr 777.54 400 tons
batteries bearing 2 2 Crew=10
batteries 2 2 TL=12
Passengers=0. Low Berths=0. Cargo=27. Fuel=36. EP=36. Agility=6.
(6 x Pilot-1)

15 Merchant Vessels: For the purposes of this scenario, all merchant ships in the convoy are considered to be unarmed and unarmored, with 1 G acceleration and agility 0. They are deployed in reserve.

Note: Players may feel free to deploy a variety of ships of differing capabilities in the merchant convoy. The FASA ship packages comprising Adventure Class Ships, Volume 1, Adventure Class Ships, Volume 2, and Merchant Class Ships, plus **GDW** Supplement 7, and a variety of other sources can all be used to supply these ships.

Pirate Squadron

Star Rider (Star Rider Calss Experimental Transport)
ZT - N4336H3 - 096600 - 909G9 - 0 MCr 26,490.016 40 ktons
batteries bearing 4 4 412 Crew=270
batteries 5 5 513 TL=14
Passengers=300. Low=0. Marines=200. Cargo=744. Fuel=14400.
EP=2400. Agility=1. Emergency Agility=3.
Meson Gun Inoperative
(Pilot-2, Ship Tactics-3, Fleet Tactics-3)

14 x System Defense Boats
See above.
(14 x Pilot-2)

Situation: Captain Elashgar, in proceeding on a direct course to Fisher's World, violated a major tenant of interplanetary naval warfare: he permitted his command to enter an asteroid belt where sensors could not provide early warning for the convoy. He would have been much wiser to take extra time by looping out of the stellar ecliptic, and hence, remaining outside the belt. During the passage of the belt, the pirates attacked.

This action should be resolved in accordance with the rules of *High Guard* and *Trillion Credit Squadron*. The pirate player must attempt to break the IMperial defense and attack the merchant vessels in reserve. The Imperial player must drive off the pirates.

VARIATIONS

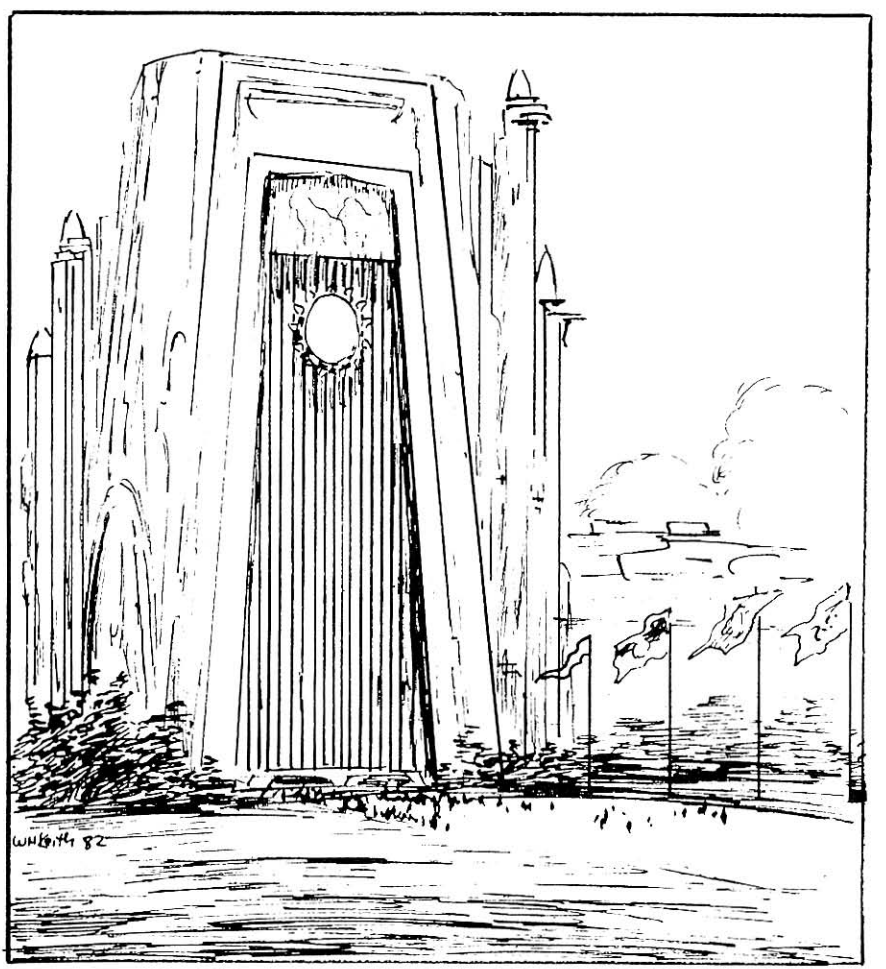
Players may wish to explore alternate possibilities inherent in this situation. Some examples are noted below.

No Advance Warning: Eliminate Imperial System Denfense Boats from initial mix. These are received as reinforcements at the beginning of any turn on which the Imperial player rolls a "12" (exactly).

Operative Meson Gun: The Star Rider's Type G Meson Gun is considered operative, thanks to the acquisition of a fire control system.

Pirate Infiltrator: A merchant ship in the convoy is actually a disguised pirate vessel. Allow the pirates one attack by this vessel (treat as a Close Escort) before other combat is allowed.

JSB Squadron: The Ministry of Justice, alerted to the possibility of Star Rider's attack, keeps a squadron on hand to support the convoy. Cruiser Squadron 87 provides the ships. Alter Imperial victory conditions to require destruction of Star Rider to win.



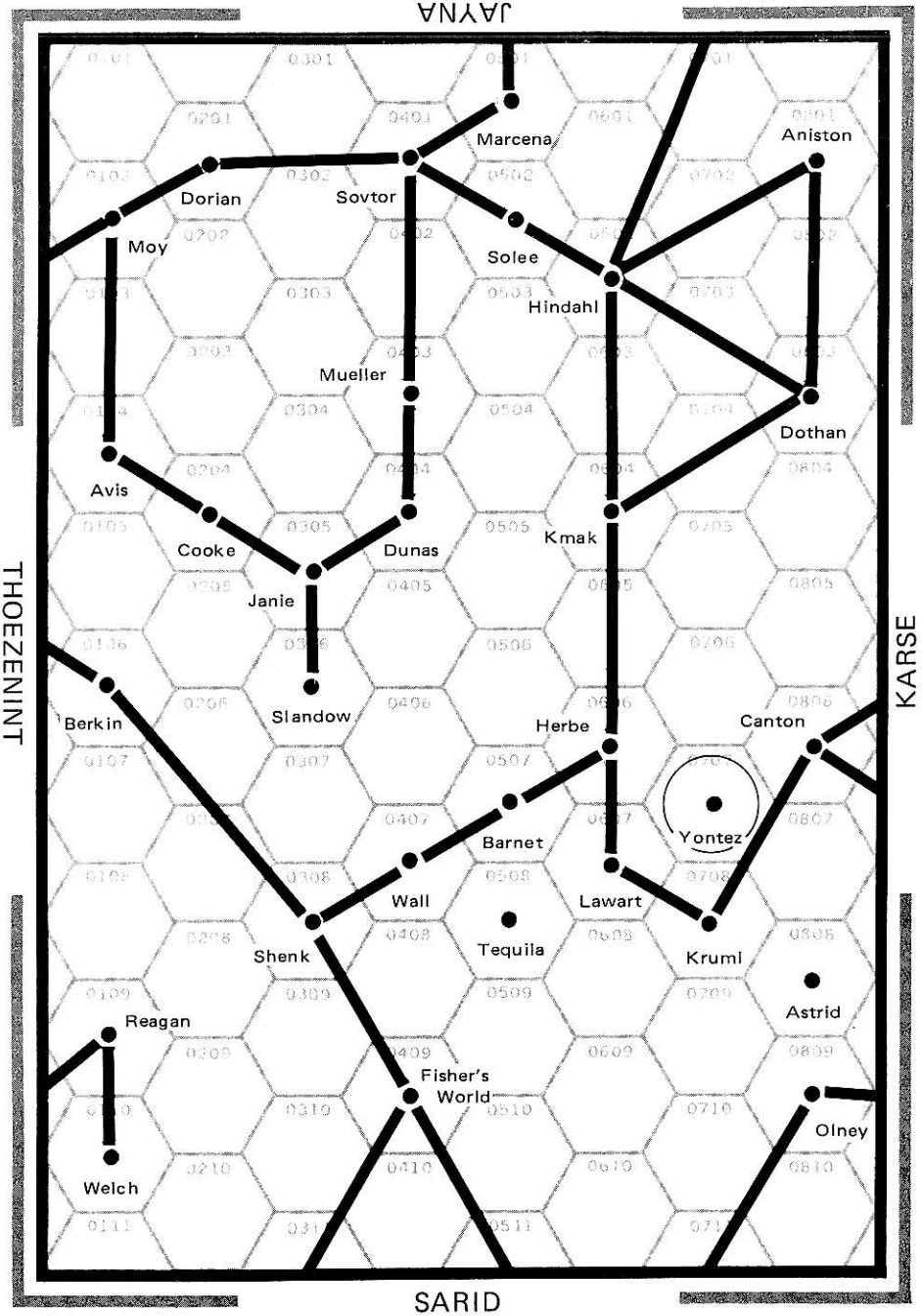
Shenk Subsector

Moy	0102	B313444-C	W	NI	Ice-capped	G
Avis	0104	C513363-8		NI	Ice-capped	G
Berkin	0106	B66A974-C	N		Waterworld	G
Reagan	0109	B210420-9	N	NI	Desert World	G
Welch	0110	B344720-B			Agriculture	G
Dorian	0201	B310422-A		NI	Desert World	G
Cooke	0204	C422256-A		NI	Poor	
Janie	0305	B769844-B	N		Rich	G
Slandow	0306	C9A4685-8		NI		G
Shenk	0308	A553A30-E	S		Poor. Subsector Capitol	G
Sovtor	0401	A302620-C	S	NI	Vacuum World	
Mueller	0403	B554823-B	N			G
Dunas	0404	B631820-A	A	NA	Poor	G
Wall	0407	A5009A8-E		NA	Industrial. Vacuum	World
Fisher's World	0409	A769825-E	W			G
Marcena	0501	B575723-B	N		Agricultural	G
Solee	0502	B675857-A	N			
Barnet	0507	A637952-C				G
Tequila	0508	B371663-9		NI		G
Hindahl	0602	A754A86-B				
Kmak	0604	A696935-D			Industrial	G
Herbe	0606	C8c5461-8		NI		G
Lawart	0607	B78A879-C			Rich. Waterworld	G
Yontez	0707	D663966-6			A	G
Kruml	0708	B330447-A	N	NI	Poor. Desert World	G
Aniston	0801	B412579-C		NI	Ice-capped	G
Dothan	0803	A549852-A	N			G
Canton	0806	A344774-C	S		Agricultural	
Astrid	0808	C200374-8		NI	Vacuum World	G
Olney	0809	A511865-B	N	NA	Ice-capped	G

The Shenk subsector contains 30 worlds with a total population of 45,019 billion. The highest population is 18 billion, at Shenk; the highest Tech Level is E, at Shenk, Wall, and Fisher's World.

Note on base classifications: classifications in this booklet use a code developed for supplement 10, the Solomani Rim, by **GDW**. Symbols are as follows — N=Naval Base. S=Scout Base. W=Imperial Way Station. A=Naval Base and Scout Base. B=Naval Base and Way Station. NI=Non-Industrial. NA=Non-Agricultural.

STAR ATLAS


JAYNA
Marcena
Aniston
Dorian
Sovtor
Moy
Solee
Hindahl
Mueller
Dothan
Avis
Cooke
Dunas
Kmak
Janie
THOEZENINT
KARSE
Berkin
Slandow
Herbe
Canton
Yontez
Barnet
Wall
Lawart
Shenk
Tequila
Kruml
Astrid
Reagan
Fisher's World
Olney
Welch
SARID

Reaver's Deep

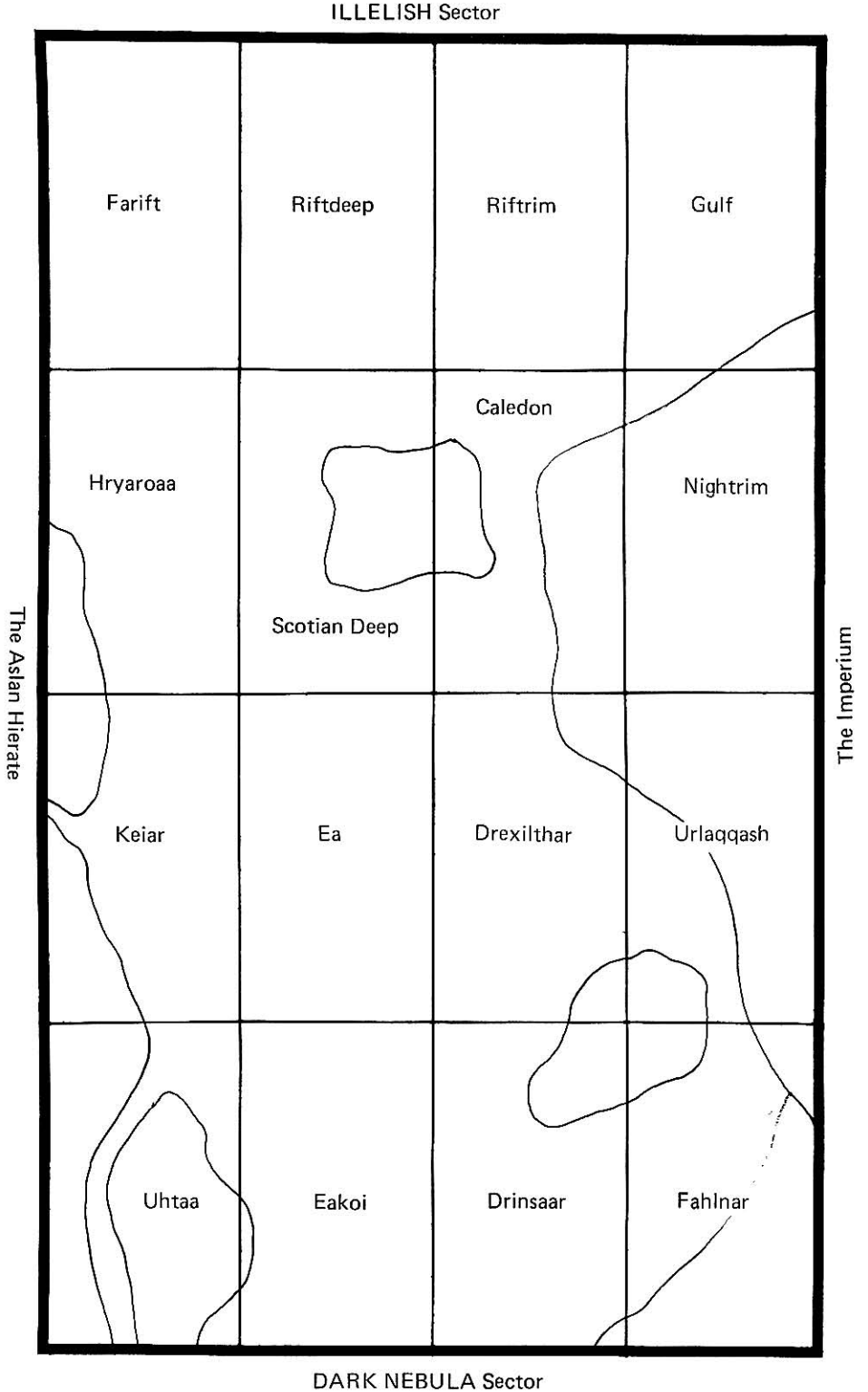
THE REAVERS' DEEP SECTOR

Between the Imperium and the Aslan Hierate is a buffer zone, created by treaties signed several hundred years ago, that is controlled by neither power. This region later became known as Reavers' Deep. The sector now called by that name lies to rimward of the Great Rift and immediately to Spinward of Dark Nebula sector, location of the Aslan homeworld Kuzu.

Reavers' Deep takes its name from bands of pirates and the many local warlords, known as Reavers, who used the region as a base of operations for incursions into adjacent civilized territory. Though the days of the Reavers are now long past, a trace of their influence lingers on. Reavers' Deep remains a place of romance and danger, and attracts many adventurers searching for the kind of rugged, exciting life few civilized regions can offer.

The map provided shows the layout of subsectors within Reavers' Deep. The inset shows a portion of the overall map of the Third Imperium, to give an idea of location and orientation of the Deep.

Outside the Expanses


ILLELISH Sector
Farift
Riftdeep
Riftrim
Gulf
Caledon
Hryaroaa
Nightrim
Scotian Deep
The Aslan Hierate
The Imperium
Keiar
Ea
Drexilthar
Urlaqqash
Uhtaa
Eakoi
Drinsaar
Fahlnar
DARK NEBULA Sector

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